



**2 DISCS!** ⚡ **PLAYABLE CHEATS CD**

**PLUS DVD VIDEO**

# CUBE

NO. 36

THE UK'S BEST SELLING UNOFFICIAL GAMECUBE MAGAZINE

**WORLD EXCLUSIVE REVIEW**

**2  
FREE  
DISCS**

## WWE DAY OF RECKONING

**YOUR ASS! ON A PLATE! RIGHT NOW!**

**EXCLUSIVE FEATURE**

## VIEWTIFUL JOE 2

**HENSHIN-A-GO-GO ONE MORE TIME!**



**PLUS!**  
**METROID PRIME 2**  
**WARIO WARE**  
**SECOND SIGHT**  
**NFS UNDERGROUND 2**  
**GOLDENEYE 2**  
**TIGER WOODS 2005**  
**GHOST RECON 2**  
**SPYRO: A HERO'S TAIL**

## TIMESPLITTERS: FUTURE PERFECT

Exclusive in-depth look at Free Radical's master blaster!

**FIRST PLAY**



"excite, enthuse and inform"



ISSUE 36

£3.99



36

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"PREPARE FOR SOME DEVILISHLY  
GOOD ENTERTAINMENT..."

TOM FOX - FILM REVIEW



# HELLBOY

12A CONTAINS MODERATE FANTASY  
VIOLENCE AND FEAR

FROM THE DARK SIDE...TO OUR SIDE

HELLBOY: A FILM BY NEIL MARSHALL. CASTING BY JILL BROWN. COSTUME DESIGNER: JILL BROWN. HAIR: JILL BROWN. MAKEUP: JILL BROWN. PRODUCTION DESIGNER: JILL BROWN. EXECUTIVE PRODUCERS: JILL BROWN. PRODUCED BY JILL BROWN. WRITTEN BY JILL BROWN. DIRECTED BY NEIL MARSHALL. CASTING BY JILL BROWN. COSTUME DESIGNER: JILL BROWN. HAIR: JILL BROWN. MAKEUP: JILL BROWN. PRODUCTION DESIGNER: JILL BROWN. EXECUTIVE PRODUCERS: JILL BROWN. PRODUCED BY JILL BROWN. WRITTEN BY JILL BROWN. DIRECTED BY NEIL MARSHALL.

AT CINEMAS SEPTEMBER 2





# WELCOME



## WE'RE SO ABOUT

wrestling this month you're lucky the whole magazine isn't pay-per-view! Well, I guess it sort of is, unless you pinched it. If so you ought to be ashamed of yourself. Just go away and think about what you've done. For those who acquired it by means of tendering her majesty's coinage, you may enjoy its wholesome contents safe in the knowledge that some poor newsagent's children will not have to do without Christmas this year because of your duplicity.

So, er... oh yeah, wrestling. Specifically we're talking about the world exclusive review of *WWE Day Of Reckoning*. THQ's sweat-a-thon banishes the memories of the *Wrestlemania* titles and provides a grapplefest to lay the smackdown on *Smackdown*. You can see it in action on our special edition DVD along with Chandra coming within a turnbuckle of getting the crap kicked out of him by The Big Show. Now that is one large, angry fellow! We're not scared though. If you want to step to the **CUBE**s, you can just about bally well bring it, and your dinner. Just remember to leave a forwarding address with your ass!

Elsewhere we've given two of the year's biggest third party sequels the In-Depth treatment. *TimeSplitters: Future Perfect* and *Viewtiful Joe 2* get deconstructed for your reading pleasure. All you importers out there will be drooling quite rightfully at the prospect of *Paper Mario 2* which manages to combine lush, contemporary looks with old-skool *Mario* playability. It is, as they say, a beauty.

By way of a nod to the future, this month's feature takes a look at the evolution of Nintendo's crown jewel franchises and suggests a few ideas we'd like to see implemented in the next iterations. If you disagree or you have a few ideas of your own, bung 'em down and send them into Viewpoint at the usual address.

Thanks for listening.

**Miles Guttery**  
Editor

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# CUBE

ON  
THE DISC  
★★★★★  
PAGES 6 & 7  
★★★★★

ISSUE THIRTY SIX

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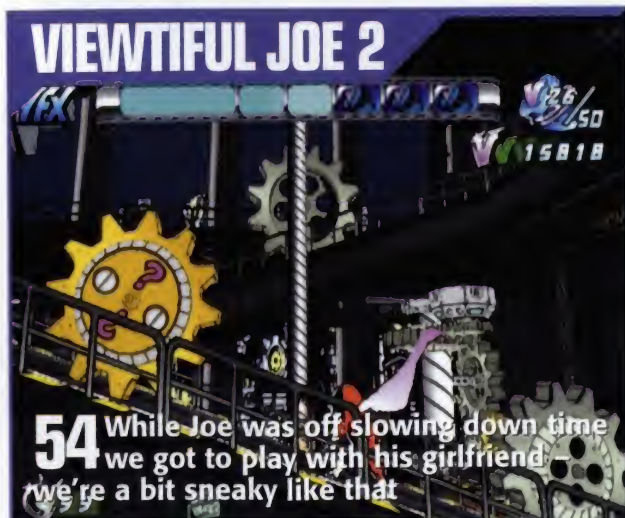
**CUBE** – How many wrestlers does it take to change a lightbulb? Just the one and he doesn't need a ladder.

### TIMESPLITTERS: FUTURE PERFECT



**48** A gun-toting six page blow out on Free Rad's latest blaster. What busy boys they are!

### VIEWTIFUL JOE 2



**54** While Joe was off slowing down time we got to play with his girlfriend. We're a bit sneaky like that

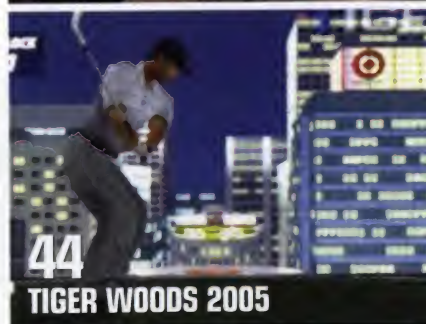
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## REVIEWS

Ha ha! Look at that – some really good games (plus Mega Man) and we've been playing them all month. How sickened are you?

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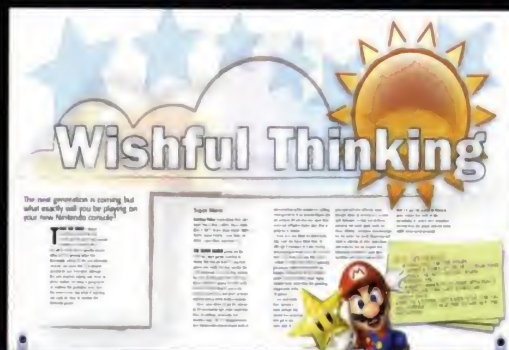


# WWE: DAY OF RECKONING

**64** Amazing sweaty graphics, well oiled controls and a story mode that actually makes sense. Roll up for the sport of champeens

## GREAT EXPECTATIONS

**32** It's time to start thinkin' about a little... Revolution. Nintendo's Revolution that is, and will the new games be mere updates or something truly revolutionary?





# POSSIBLY THE GREATEST FREE GIFT EVER! ON THE DISCS

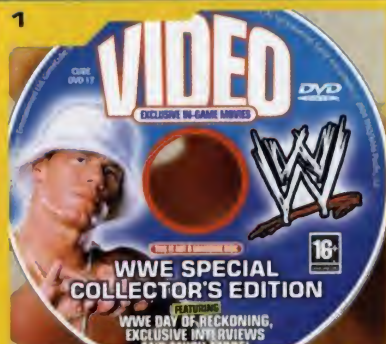
Your monthly fix of brand new videogame footage and cheats for four of the month's biggest games.



**£100 TO THE** first person who figures out what the running theme is this month! Okay, maybe not. We're celebrating everything toned, muscular, Lycra-clad and sweaty as we bring you a Collector's Edition WWE Video and Cheats Disc combo! There are cheats for all the WWE currently residing on GameCube, exclusive footage of *Day of Reckoning*, and The Big Show threatening Chandra. Top job!

## USING THE DVD

SLAP IN AND PRESS PLAY



It may be GameCube disc-shaped, but sadly it won't work in your GameCube.



The VIDEO disc will only work in a Region 2 or multi-region DVD player, see?

Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

## ON THE DVD

### WWE DAY OF RECKONING SPECIAL

■ We never thought it would happen, but the GameCube has finally been graced with a decent WWE title, and to celebrate we've put together a special DVD featuring 25 minutes of exclusive game footage, exclusive interviews and the **CUBE** team going for it in the ring!

- INTERVIEW WITH NICK WLODYKA
- INTERVIEW WITH THE BIG SHOW
- OFFICIAL TRAILER
- CUBE TEAM FATAL 4-WAY



Even if you don't like wrestling it's worth watching the DVD just to see The Big Show getting angry with...

... Chandra. Oh, and to see the **CUBE** team as wrestlers. Come on, you know you want to see us grapple!



## DVD MENU OPTIONS

When you insert the VIDEO disc you'll see the main menu from which you can make your selection



VIDEO DISC FRONT PAGE

Navigate using your remote control.



JUST LIKE THE MOVIES

Choose from a whole load of movies.



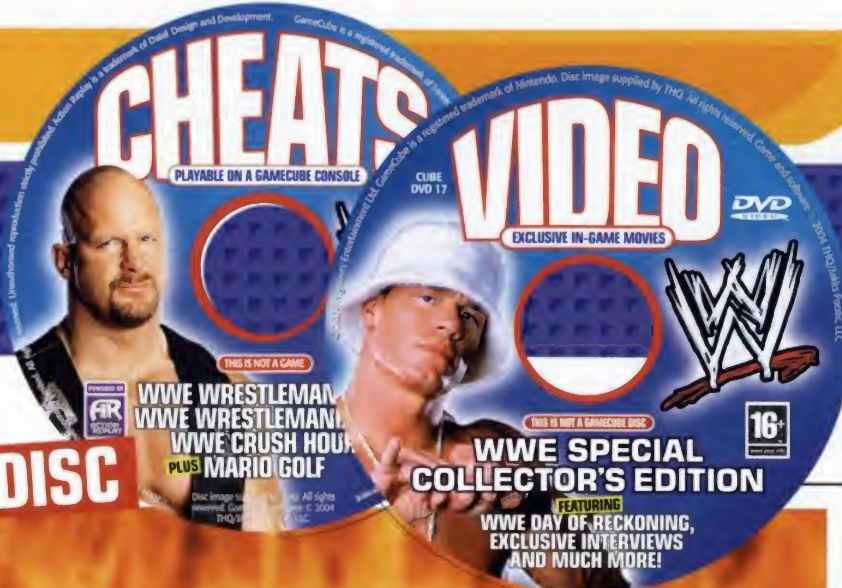
CODE JUNKIES DIRECT

Is she even in there anymore?



DISC NOT WORKING?  
CHEATS NOT LOADING?  
THEN PLEASE CALL  
CUSTOMER SERVICES ON  
01202 200 200  
AND THEY'LL SORT  
YOU RIGHT OUT.

## ON THE CHEATS DISC



Using these cheats may permanently damage game save files. **CUBE** advises you to remove your Memory Card before using the Cheats Disc. **CUBE** takes no responsibility for corrupted saves.

### ● **WWE WRESTLEMANIA X8 (PAL)**

SLOT 1 MAX ABILITIES  
SLOT 2 MAX ABILITIES  
SLOT 3 MAX ABILITIES  
SLOT 4 MAX ABILITIES

### ● **WWE WRESTLEMANIA XIX (PAL)**

INFINITE ABILITY POINTS  
INFINITE CASH  
ALL WEAPONS  
NAKED WRESTLERS

### ● **WWE CRUSH HOUR (PAL)**

UNLOCK ALL VEHICLES  
UNLOCK ALL ARENAS  
P1 INFINITE HEALTH  
P1 INFINITE TURBO

### ● **MARIO GOLF: TOADSTOOL TOUR (PAL)**

UNLOCK ALL GOLFERS  
UNLOCK NORMAL TOURS AND COURSES  
ALWAYS ON FIRST SHOT  
INFINITE POWER SHOTS

## USING THE CHEATS

### CHEAT TO WIN

Insert the CHEATS disc into your GameCube and turn it on. Select from the on-screen menu the game you want to hack and then the cheat or cheats you'd like enabled. Follow the on-screen instructions and you'll have those troublesome titles beaten in no time. Then ruin all your favourite games, waste your money and more than likely feel a little dirty. The shame.



Simply slap it in and boot up your machine...



...then follow the simple prompts.

## NEXT MONTH

Games, games, games: that's what the GameCube is all about, and we have to struggle every month to decide what gets on the VIDEO Disc. Check out what you'll be watching on your TV next month, below...

### THE GAMES

METROID PRIME 2  
PRINCE OF PERSIA 2  
DK JUNGLE BEAT  
PAPER MARIO 2  
THE URBZ  
PHANTASY STAR UNIVERSE  
LEGEND OF GOLFER  
DONKEY KONGA PAL



# UP FRONT

## CUBE

## INFORMATION

## METROID PRIME 2: ECHOES

PUBLISHER: NINTENDO

DEVELOPER: RETRO STUDIOS

ORIGIN: US

GENRE: ADVENTURE

PLAYERS: 1-4

## WHAT'S NEW

✓ NEW SCREENS

✓ NEW LEVELS REVEALED

✓ GAMEPLAY DETAILS

✓ CHARACTER INFO

✗ STORYLINE SPOILERS

**Movin' on up!** Explanations of Samus' new moves and a few new areas.



DEC '04



TBA



21ST NOV '04



⬇ No fear and no doubts.  
She's one scary lady.



# METROID PRIME



⬆ Roll right under the  
Space Pirates' noses.

## Do you reckon Samus is harder than Ripley?

**NINTENDO UK'S RECENT** post-E3 games event in London allowed us the chance to get a lot more intimate with Samus' next adventure. Sure, we got to see it at E3, but with the hustle and bustle (not to mention being ushered off the stand because apparently we were hogging the machine) we were never going to see everything. Now though, we have. In the three hours we spent with it we were lucky enough to get a sneak peek at some new areas and all of Samus' new moves, so here's a

description of everything new that we saw.

**Secret Ballplay:** somehow we managed to miss this the first time around, but there's a section in the opening level where your Morphball exploration forces you to travel directly below the feet of a gang of Space Pirates! They don't notice you, but you do get to watch them activate the trans-dimensional portal. This is the first time you get to see the device in the game – it isn't long before you find yourself smack bang in front of the huge contraption, but you need to point a giant laser towards it in order to create enough activation energy to make the portal open. We would be more descriptive but sadly our A-Level physics didn't cover



**"DARK SAMUS HAS MANY OF SAMUS' MOVES SUCH AS THE MISSILES AND THE ICE-BEAM SPRAY ATTACK"**



⬇ Ever heard of a ladder miss? No, thought not.



⬆ It looks painful, but this is just Samus using the Dark Aether portal.

⬇ See? She's fine now and ready to tackle the bubble world's enemies.



# E 2: ECHOES

trans-dimensional travel and the effects of opening portals in an unstable environment.

**Dark Samus:** We've already told you about Dark Samus, but now we can break down all of her moves. Dark Samus has many of Samus' moves such as the missiles and the ice-beam spray attack, but she also has three unique moves. Firstly she can levitate whenever she chooses... and she chooses to more often than not. In fact, we don't remember ever seeing her running anywhere. This ability means that she can float up to the ceiling and attack you from anywhere in the room. It also means that she can speed towards you in an eerie floating fashion. Second on the list is a shockwave

move. This move sees Dark Samus sending out a 360° shockwave on a horizontal plain. We're not too sure how much damage this causes as we were never hit by it, but again, this move can be performed at any height. Third on the list is an electrical field move that sees our twisted enemy enveloping herself in a dome of arcing electrical charges. This causes electrical fires wherever it goes and much damage to your systems.

**Screw Attack:** Having actually played with this aspect of the game we can now tell you that it works very well. We were a little worried as it looked awkward to say the least, but it's simply an extended jump. Samus spins forwards and is able

to propel herself upwards (this can be done many times in succession), thus crossing gaps that are way too big for the double jump. The move has the added benefit of harming any enemies it comes into contact with.

**Wall Jump:** Based on the same principle as the Screw Attack, Samus can flip off a surface and perform a screw attack in the opposite direction. The Wall Jump then, is very similar to Mario's Wall Jump.

And that really is everything. Nintendo is reportedly going to be releasing a whole load of shots and info at the start of September. Naturally as soon as we get them they'll be in these very pages, oh yes.

CUBE





## CUBE

## INFORMATION

## GOLDENEYE: ROGUE AGENT

PUBLISHER: EA

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: SHOOT-'EM-UP

PLAYERS: 1-4

## WHAT'S NEW

✓ NEW SCREENS

✓ NEW LEVELS REVEALED

✓ GAMEPLAY DETAILS

✓ CHARACTER INFO

✗ STORYLINE SPOILERS

Simplify! We play the latest code, but is it too much in one go?



NOV '04



TBA



NOV '04



TimeSplitters and GoldenEye are quite similar really...



# GOLDENEYE: RO

Mixed opinions as **CUBE** plays with EA's evil-doer...

**THE FIRST-PERSON** shoot-'em-up as we know it has been done to death. Let's face it, there are some great examples of the genre out there and the only way to really compete is to go down a slightly different road. The market is open for those that can, but if you get it even slightly wrong (*Die Hard Vendetta*) you'll be slammed. On the surface EA seems to be pressing all the

right buttons, however tenuous the *GoldenEye* link may be (we'd love to have been in the brainstorming session when they decided on that one). With *Rogue Agent* you actually get to control the enemy. As an ex-MI6 agent you find yourself working for evil villain GoldFinger and getting tied up in a monumental battle of the supervillains. Fair enough – it's an original take on the bond theme, and the team really is trying to push the genre forwards, but from our hands-on, EA is in danger of over-egging the cake.

The first thing that hits you about *Rogue Agent* is the intensity. There is a lot going on at any one time, and you soon learn that going in guns blazing isn't really the best way to tackle the game. In fact there's a distinct stealth flavour to the gameplay. We're not talking *Splinter Cell* – the enemy will know you're there – but you'll have to duck for cover and wait for opportune moments to attack rather than stand and shoot. So far so good. There's a touch of realism in there, it looks quite nice and there's a whole load of



"THE WATCH ALLOWS YOU THE USE OF A MAGNETIC FIELD THAT REPELS BULLETS"



Sorry, but we can't help thinking 'cradle' here.



Dragons, eh? Is EA taking some creative liberties then?



# GUE AGENT

action, but when it comes to your abilities and the way they're being handled, we're a little worried. Firstly you can hold a different weapon in each hand. The 'pick up' option for each hand is mapped to a different button. So, if you walk over a weapon and want to swap it for the one in your left hand you'll press **○**. If you want to swap it for the gun in your right hand you need to press **●**. The **□** trigger throws grenades or other projectiles while the D-pad lets you select between the many different abilities

that your special watch gives you. For example, you can use the watch's electromagnetic field to repel bullets, or you can use another mode to pick up your enemies/objects and throw them around the room. These abilities, once selected, are controlled using the **ⓧ** trigger.

Now these are all good ideas, but it's the fact that you're required to do all of this at the same time as shooting, ducking, keeping an eye on your ammo and strafing between hiding spots. You end up looking at

what guns you have in each hand and what mode you have selected instead of keeping an eye on the enemies.

*Rogue Agent* has the potential to be fantastic game, but the team has to remember that the best shoot-'em-ups are the simple ones. All the ingredients are there, including one of the daftest plots ever, but there just seems to be too much in it. One to watch though.

CUBE





# GCN

## GAMECUBE NEWS

### NEWS CONTENTS

AT A GLANCE

#### DUN ROMMING

Nintendo lays the smackdown on the emulation scene but there could be trouble if Gerry Garcia gets his way.  
PAGES 14-15



#### NEWS ROUND UP

Looking forward to *Need For Speed Underground 2*? Then get over here and read the interview with the producer of the game.  
PAGES 16-17



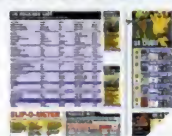
#### VANISHING POINT

Is the world of video-gaming straight, curved or downright bent, and more importantly, does anyone really care? Questions, questions...  
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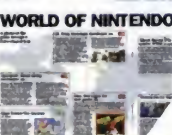
#### CHARTS/RELEASES

The release list and the chart – there's so much in here it'll make your brain bleed and your eyes leak tear's of joy. Maybe  
PAGE 22-23



#### WORLD NEWS

Lots of Nintendo news from all over the globe, plus an announcement of the first *Final Fantasy* games for the DS!  
PAGE 24-25



#### BOYS R US

It's the section for all your GBA needs. Okay, the name's a bit crap. Do write in and tell us if you can think of a better one!  
PAGES 26-27



⌚ ROMs are handy if you want to play your GBA games hunched over...

➔ ...your PC rather than being hunched over on the bog. Illegal as feck though.



# PATENT-LY

## EFF challenges Nintendo patent

**A GROUP THAT** defends "digital civil rights" is petitioning to have one of Nintendo's patents overturned. The Electronic Frontier Foundation (EFF) recently released a report that listed ten companies with supposedly "illegitimate" patents, with Nintendo coming in at number eight on its most wanted list.

At the start of this year, Nintendo was awarded a patent that gave the company the exclusive rights to produce "a software emulator for emulating a handheld videogame platform such as Game Boy, Game Boy Colour and/or Game Boy Advance". However, the EFF deems the patent, number 6,672,963, too broad in its terms and believes it poses a "threat to free expression and innovation."

Currently the EFF is searching for "prior art", which will prove that Nintendo did not invent the technology and therefore has no legal right to stake sole claim to it. Once the information is gathered and the petition signed, the EFF will hand the matter over to the US Patent & Trademark Office in the hope that the patent will be revoked. The EFF strongly believes this move will benefit the games industry, and hopefully put an end to conflicts between Nintendo and smaller development companies or individual games

programmers who rely on creating these types of emulators to make a living: "[the patent] threatens reverse engineering of videogames to promote inter-operability and emulation by hobbyists and entrepreneurs like Crimson Fire Entertainment and Gambit Studios," commented a spokesperson from the EFF.

The conflict between Nintendo, Crimson Fire Entertainment and Gambit Studios has been well documented, after the latter two companies created a GBA emulator for other handheld devices. Crimson Fire Entertainment is most known for its Firestorm gbaZ, which is a Game Boy Advance emulator that can be used on the PalmOS 5 and Tapwave Zodiac. The Firestorm gbaZ claims to be able to emulate any GBA, Game Boy Color or Game Boy title and is currently retailing at \$19.99.

Similarly, another group called Gambit Studios produces the Liberty Game Boy Emulator for PalmOS, and only costs \$16.95, so the appeal of these emulators is apparent for all to see. What has outraged the EFF though is Nintendo's continual attempt to prevent emulators like this from being made – which, according to the EFF, it has no right to do. To this date, emulators are perfectly legal to make and use thanks to the infamous



# WANTED

## Nintendo®

### FOR VIOLATION OF DIGITAL CIVIL RIGHTS

Offending article:  
6,672,963

### REWARD

#### FREEDOM TO CREATE GBA EMULATORS WITHOUT PROSECUTION

# OBVIOUS

"Betamax case" between Sony Corp and Universal City Studios in 1984, which stated that even if a device has the potential to be used for piracy, it does not mean the producer is infringing on any copyright laws so long as they can prove a separate legal function for the product. Whilst this case was referring to VTRs the ruling still applies to game emulators.

However, it is the ROMs (which are the Intellectual Property of the company) and not the emulators that are illegal to use (in most circumstances), which is a cause for concern for Nintendo. The company believes that the prolific use of Game Boy emulators will tempt gamers to obtain ROMs that they do not own an original copy of, or ROMs that have yet to be entered into the public domain.

It seems this is where the majority of the controversy stems from, and with Nintendo losing hundred of millions of dollars each year in pirated Game Boy titles it's little wonder that it is doing its best to prevent the situation from getting worse. Recent raids in Taiwan saw over 1.5 million counterfeit Game Boy products being seized, and similar raids have taken place across the world over the last few years, each with

similar results, so Nintendo's fears are justified. They aren't, however, legitimate, nor do the EFF believe these beliefs are truly founded "[emulator developers are] no threat to Nintendo," commented EFF lawyer Jason Schultz. This statement from the EFF seems a little short-sighted however, especially when you consider the huge number of websites on the internet that offer free, downloadable (and illegal) ROMs – many of which are Nintendo titles. Also, when you consider the Game Boy Advance is currently Nintendo's most successful hardware device, it's little wonder the company is going to great lengths to protect its games from piracy even if it means banning GBA emulators, despite the ethical dilemmas that arise as a result. Of course it could be a prime example of how companies are only really interested in short term capital profit with the least expenditure, but then we'd sound like lefty students or something.

Its going to be a tough battle for Nintendo, but at least it can rest easy in the meantime, as with most legal disputes, it'll be some time before the EFF sees any results.



There's not much point emulating *Four Swords* though, you need friends to play.



CUBE

## FREEDOM FIGHTERS



Cyberspace – the final electronic frontier?  
Just ask Timothy Leary

In 1990, Mitch Kapor, Perry Barlow (lyricist for the crusty old rockers Grateful Dead!), and John Gilmore founded the Electronic Frontier Foundation, based in San Francisco. The EFF works to protect the, "fundamental rights regardless of technology; to educate the press, policymakers and the general public about civil liberties issues related to technology; and to act as a defender of those liberties".

The group was set up as a response to the "E911" raids, which saw the US Secret Service seize large quantities of computer equipment and access private emails of persons it believed had downloaded illegally copied documents from the BellSouth computers, which explained how the emergency 911 system operated. The EFF stepped in and filed a lawsuit against the US Secret Service, claiming it had broken the First Amendment. The EFF won the case, paving the way for things to come. Over the years, the EFF has successfully represented magazines, university professors, schools, internet businesses and games developers from prosecution or defended their rights in cases where an infringement of civil liberties, such as censorship, has taken place.

If you want to learn more about the Electronic Frontier Foundation, then log on to [www.eff.org](http://www.eff.org). And if you want to know more about the Grateful Dead – raid you Grandad's record collection.





# NINTENDO ST

DS final design, new GC release dates and more



⌚ The new DS design is way funkier than the E3 version, which should help the cause.

**AFTER MUCH SPECULATION** as to what the Nintendo DS' official name would be, Nintendo has now revealed the portable console's final title... Nintendo DS. Aha! Just as we suspected, the nine acronyms Nintendo patented recently were a rouse! "Nintendo DS, originally chosen as the code name, has been selected as the official product name. The Nintendo DS name evokes the idea of a portable system with 'dual screens', providing the rationale for the final name," commented Nintendo in a statement made to the press.

As well as the DS' confirmed name,

Nintendo has also revealed the new-look DS and confirmed its features: "The retooled Nintendo DS features a thinner, black base and an angular platinum flip-top cover. The face buttons and shoulder buttons are larger, and some have been reconfigured for optimum use," Nintendo continued, "The unit includes a new storage slot for the touch screen's stylus, and the speakers now broadcast in stereo sound, with or without headphones." Ok, stop drooling now. These changes aren't exactly ground breaking, but we think you'll agree that it certainly looks sleeker, cooler and much more attractive than

the prototype. Whether or not the new design has come in response to the PSP's unveiling is anyone's guess, but the new-look DS is certainly up there with Sony's handheld on the design front.

NCL president Satoru Iwata certainly seems to like the DS anyway, if his comments are anything to go by: "The Nintendo DS will change the future of handheld gaming. Dual screens, chat functions, a touch screen, wireless capabilities, voice recognition – these abilities surpass anything attempted before, and consumers will benefit from the creativity and innovation the new features bring to the world

**NEWS FLASH**



**WHEN'S IT OUT?**

Rumour has it the DS will be released in Japan on 4 November and in the US on 11 November, retailing at 19,000 yen/\$179.95 (about £100)

## GAME ON!

More developers announce their DS plans

**WITH THE LAUNCH** of the DS only months away, developers are announcing their games thick and fast. EA recently confirmed that it will bring its latest *Sims* title, *The Urbz: Sims In The City* to the DS. The game will feature exclusive material, including twenty four new objects, five mini-games, seven extra characters and eight pets that you can create using the gene-manipulator.

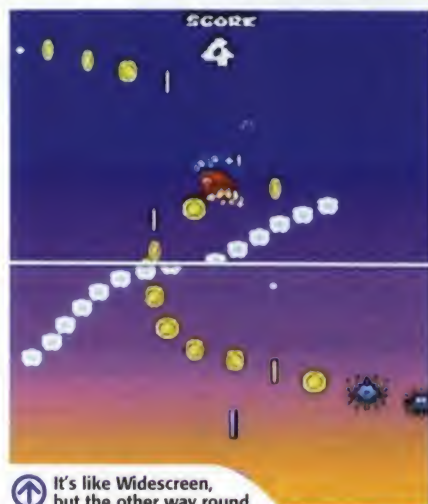
EA hopes to use the touch-screen for the menu and plans to have wireless multiplayer options. The company also plans to release a version of *Madden NFL* on the DS. Following on its tails is Sega, which will be releasing *Phantasy Star Online DS*, which will make use of the Wi-Fi technology as well as voice-recognition.



⌚ They're allowed to procreate yet they frequently wet themselves!



# RIKES BACK!



⬆ It's like Widescreen, but the other way round.



⬆ That would be tall screen then?

## MUTING THE DS

### DEVELOPERS PLIGHTS GO UNHEARD

Nintendo has recently announced that it will not allow third-party developers to create sound engines for the DS, stating, "the ARM7 has been excluded from direct access for commercial reasons". The ARM7 will handle the DS's touch-screen, Wi-Fi and, importantly, the machine's audio. It is believed that in order to create sound engines, developers would have to take apart the ARM7 processor to figure out what deals with the audio and what deals with the Wi-Fi and touch screen technology.

This is bad news for third-party developers and even us gamers, as it is likely that third-party titles will not have high quality sound. Many developers across the US and Europe have made their concerns known to Nintendo, so hopefully the situation will be rectified before the DS is launched later this year.



of videogames." Excellent!

Publishers may have been quite muted recently regarding DS development, but along with the final design came several announcements. Nintendo has confirmed that 120 DS games are currently in development, 20 of which are first-party titles.

It's not just the DS that's making a mark this month though. Nintendo has also confirmed a whole load of Japanese GameCube release dates and hinted at several mystery announcements before the year's end. Those dates are:

**Mario Tennis - October '04**  
**Kururin Squash - October '04**  
**Mario Party 6 - November '04**  
**Fire Emblem - Autumn '04**  
**DK: Jungle Beat - December '04**  
**Star Fox - December '04**

With all these games coming out this year we're going to need those surprise announcements otherwise the only game coming out next year will be *Zelda*. But what could they be? Well, we're still waiting to be shown this mysterious peripheral, we're still waiting for the new gameplay element in *Mario Party 6* and we're still waiting for *Golden Sun GC*. Those will do for a start. We await the end of the year with baited breath.





SOUND  
BYTE

**"WE'VE  
AIMED TO  
SUPPORT  
OUR  
PLAYERS  
WITH  
BENEFITS  
AND  
BONUSES  
ABOVE AND  
BEYOND  
OUR CALL OF  
DUTY"**

Leo Zullo,  
marketing director at  
Digital Jesters – erm,  
thanks?

# NO TIME FOR ONLINE

Nintendo still refuses to go online

**MICROSOFT HAS RECENTLY** celebrated its one-millionth subscriber to Xbox Live, and yet, despite the success of Microsoft's campaign, Nintendo still refuses to go down that route.

In a recent interview with the Japan Spotlight Satoru Iwata reinforced the company's line by stating: "Customers do not want online games... at the moment most customers do not wish to pay the extra money for connection to the internet, and for some customers, connection procedures to the internet are still not easy." Iwata-san explained his claims: "During the year-end shopping season last year, none of the online games succeeded. All the games that sold well were off-line games."

Still, even though sales of online games weren't fantastic in 2003, it's a sweeping statement to suggest none of Nintendo's customers would want online games. Iwata-san does, however, make a valid point about accessibility to broadband. Whilst broadband is widely available in America and Japan, this isn't the case in many parts of Europe. It's been a long struggle to get broadband accessibility to the majority of the UK and while 80 per cent of the households have access to broadband, only an estimated 1.5 million people have



Still the only way for Nintendo users to get online...

subscribed. However, online in the UK is a chicken and egg situation – companies will not invest money in broadband unless a large portion of the country demands it. The country cannot demand it unless the majority can experience what broadband has to offer which is something many UK residents are unwilling to do. Nintendo believes online gaming is a passing phase, if Iwata-san's comments are anything to go by: "Games companies now find it difficult to

make online games successful, and their enthusiasm for them is cooling." Despite this "cooling", Nintendo hasn't completely shut the door on online gaming as the DS will be able to go online but only if a third-party developer creates the software. This is hardly a revolution in online gaming, but at least the company is smart enough to recognise the potential for online play, even if it doesn't want to invest any time or money in it.

CUBE

NEWS  
FLASHPRICES  
SLASHED

Rumour has it that Nintendo will be dropping the price of GC games to \$29.99 (£16) at Christmas to compete with Sony and Microsoft.

TRAILER  
OF THE  
MONTHSECOND  
SIGHT

John Vattic awakens from a coma in a military facility with no idea how he got there but quickly discovers he has funky psychic powers ...

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Stacking

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## GOOD, BAD AND THE UGLY

**CUBE**  
takes a look  
at the  
industry's  
best, worst  
and ugliest

**GOOD:** Kuju

**BRITISH DEVELOPMENT COMPANY** Kuju has been nominated in three categories at this year's Develop Industry Excellence Awards. The categories are Independent Studio, Business Development and Most Improved Studio.

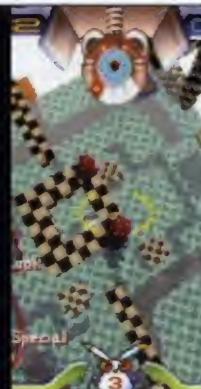
**BAD:** Nintendo!

**THE COMPANY HAS** come under attack from Japanese development studio Muumuu, best known for its *Jumping Flash!* games. Muumuu president Yukihito Morikawa believes the 3,800

yen (roughly £20) estimated price tag for Nintendo DS games is too high, and thinks that the cost is not justified given the genre of games the DS is most suited too.

**UGLY:** Sega

**IN A BID** to tighten its purse strings, many of Sega's subsidiaries are shutting down their costly websites. Companies affected include Amusement Vision, Hitmaker and AM2. Sega assures its fans that all current projects will be completed, although many predict the end is near for Sega, despite the merger with Sammy.



Jumping Flash! – a game starring a rabbit that gave you vertigo.



## (OVER THE) COUNTER CULTURE...

It's not often the GameCube gets a peripheral – in fact, solar eclipses are more common place. So CUBE was delighted when JOYTECH brought in its new 7" TFT Monitor (cue Homer Simpson drooling noises now). Keen-eyed readers should remember JOYTECH's last GameCube Monitor, which could be attached to the top of your GameCube, but the 7" TFT Monitor offers so much more: "The NEW Universal Monitor is not only bigger, badder and far better specified, but it is also now far more versatile, being compatible with just about any piece of AV equipment," commented Alex Verrey from JOYTECH. "The Monitor is part of the new 'UEE' (Universal Entertainment Equipment) range, a series of products designed to appeal to gamers first, though aimed at the slightly older more savvy gamer and also appealing to the ever growing Home Entertainment audience."

So what does the 7" TFT Monitor offer? Well, it has Widescreen 16:9 colour and 3D SRS "WOW" Surround Levels. As well as this, the monitor features On Screen Display, is wall or stand mountable (the image on the screen can be flipped, should you chose to hang it upside-down!) and comes complete with a Slim Line Remote and In-Car Adaptor.

"It's perfect for the gamer who wants something to look great on the office desk, the gamer who may want to play some *Zelda* whilst the kids/mum and dad are watching TV and indeed the hardcore gamer who

wants the best quality and may own more than one console thanks to the comprehensive set of connections (S-Video, RGB, Composite), and ready made RGB Gaming Cables supplied for Xbox, GameCube and PS2. Again, thanks to Pal, Pal60, AND NTSC compatibility it can be used with just about any console from anywhere in the world..." All this for just £150? What more can you ask for?

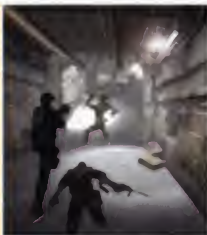


## HOPE FOR N-SPACE

Geist developer working on new GameCube title

**N-SPACE** has revealed that it's working on a new GameCube title called *Hope* alongside the long awaited *Geist*. No further details whatsoever are available at the

moment but as soon as we're able to find out anything more you'll be the first to know. Perhaps the boys should concentrate on getting *Geist* out the door first though, eh.



↑ Geist has been in the pipeline for ages. Time to get a wriggle on, lads. We're getting bored!



## IN THE CUBE WITH...

### CHRIS LEE

**POSITION:**  
**GAME:**

**PRODUCER**  
**NEED FOR SPEED UNDERGROUND 2**



**CUBE:** What sort of criticisms did you take from the first *NFSU* and what have addressed these?

**A:** Probably the two biggest pieces of feedback we heard from consumers and press was that after playing the game for many hours, the look became tiresome – always the same lights in the city, streets always reflecting – and it taxed your eyes.

So that combined with the number one request of being able to drive wherever you want instead of having to go down a particular path led us to create huge open worlds where there are distinct visual neighbourhoods, so that you don't see the same type of city wherever you go.

Another big piece of feedback is the ability to performance tune the car – we did a pretty good job of doing visual customisation last year with the vinyl decals and body kits, but the performance was almost just a nominal thing. You could get performance package 1, 2 or 3, and that was it. You couldn't even get in there and buy some big parts.

**CUBE:** How in-depth is this? Can you tweak every nut and bolt of the engine, or is it going to be a bit more basic than that?

**A:** There will be about 23 areas of engine and suspension that you can tune. I don't know how that compares to other games, but we feel pretty comfortable in that it allows you to really personalise your performance versus the settings that another user would want.

We've also left in the kit upgrades so if you're an 11-year-old boy who doesn't understand what a turbo does, you can just buy 'turbo 3', and that's good enough as it is. But if you really want to go in there you can adjust the turbo timing. We wanted to be able to accommodate all ranges of people.

**CUBE:** Could you run through the game modes?

**A:** I can't talk about all of the game modes because some of the things we're holding off announcing. About the ones we're showing today, though: 'Organic Drift', which puts you in a drifting competition against either an opponent or multiple opponents while dealing with traffic in an actual area of the open world environment.

The other mode that's on the demo is called 'Street Cross' and we came up with this idea when we were testing the drift mode last year, in a stadium, very sterile, one car going around a little winding track. We turned the drifting off just to make it easier for us to play and finish the game and found that this was actually a pretty fun experience. So we created a whole mode out of that.

There's also 'Outrun mode', and this is the mode that utilises the free-roaming environment to its fullest. In this you'll need to keep a 300 meter difference between you and the opponent following you, and the same goes for him. But the leader in the race at any given time can choose the path that he wants to take, and everyone has to follow him.

**CUBE:** There is multiplayer for the GameCube, but it won't be going online. Any LAN options planned?

**A:** Not currently. GameCube will be exclusively a split-screen multiplayer. When we created the game we wanted to create basically the same experience on every platform, but we just don't have the tools to do that on GameCube to take it online, so we're limited to a split-screen mode.

**CUBE:** To progress through the last game you'd complete a challenge and then move on to the next one, and keep trying that until you've completed it – how do we progress now?

**A:** It was really important to us to try to create a non-linear gameplay system so you don't have to compete in the next circuit race if you just want to continue on, or you don't have to compete in six drifting events to move the story along.

The idea is that by winning enough key events sprinkled throughout the environment you'll progress the story along. So if you're not really into drifting you can get away with doing very little. We're trying to keep it as organic and as non-linear as possible.

**CUBE:** Can you talk about any further details concerning the story mode?

**A:** We haven't really gone into unveiling the story mode without giving any details other than that there will be a female lead, who takes you through the game and she guides you through. She might communicate with you at some point and say 'hey, if you really wanna move up, you need to compete in this event', and she'll do this at certain points of your development over the course of the game.

The idea is that at that point you may not have done much drifting or drag, but enough so that you've built up your car and reputation to qualify for the event she's directed you too.

**CUBE:** How many licensed cars have you got?

**A:** We have over 30 cars – half of these will be from *Underground 1*, and the rest are new. However, there won't be classic cars or anything like that, but there will be a variety of car types in there.



⤵ *NFS Underground 2* will undoubtedly fly off the shelves, just like its predecessor.



# TIGER WOODS

IN THE CUBE WITH...  
**DAVID DEMARTINI**



**POSITION:** PRODUCER  
**GAME:** TIGER WOODS 2005



⬅ Isn't he just grrreat? Well maybe not this season, but he's still got it.

**CUBE:** What new features does *Tiger Woods PGA Tour 2005* have?

**DD:** There are really so many new features it's hard to figure out where to start. I'll give you my personal top five. We have a tremendous amount of new content in the product. We have eleven new courses and three brand new skill zones to go along with five golfing legends and sixteen new original design characters.

We have a new version of Gameface (Gameface II) which will keep us in the lead position in this area and will allow the players to create anyone age 8-80 to a 90%+ likeness. Key enhancements are Multipass Texturing, Proportional Scaling and many new sliders to add greater detail to the face and body.

Tiger Proofing – a course modification system that is like Gameface for courses. Completely customise the course, quickly and easily.

Legend Pursuit – a new mode tied to the golfing legends which provides you with a path to become a legend in the game.

Finally, we have made many changes to gameplay and physics which allow you to customise the experience and play the game on your terms. Make it as hard or as easy as you like.

**CUBE:** Could you tell us a bit more about the course-altering system?

**DD:** Tiger Proofing – which you are allowed to do to all of our courses by winning legend coins in the Legend Pursuit Mode of the product and using the coins to unlock the courses for Tiger Proofing.

Once unlocked, you can modify many things which change the look and difficulty of the course. You can shrink the fairways and greens, add undulation, modify the course conditions, mow patterns, clouds, wind, dryness, and many more things.

Once you change one hole to your specifications, you can even apply those changes to all the other holes on the course with the touch of a button.

**CUBE:** Are there any more courses?

**DD:** There are eleven new courses and three new skill zones. Most notably: Turnberry, Troon North, Fancourt Links, Harbor Town, Sherwood, Edgewood, Couer d'Alene, a new version of Pebble Beach.

**CUBE:** Are there any more licensed players?

**DD:** There are the five great legends of the game: Palmer, Nicklaus, Player, Hogan and Ballasteros.

**CUBE:** Can your character still win sponsorship from sports companies like Nike?

**DD:** The sponsorships are back and have been expanded. Oakley has been added to the product as has Dunlop.

**CUBE:** Are there any additions to the Pro Shop?

**DD:** There are great new additions to the Pro Shop with new equipment and new apparel - we have over 1000 new items in our Pro Shop including Oakley and Dunlop.

**CUBE:** Are there any new modes?

**DD:** The Legend Pursuit Mode is the major new game mode for this year.

**CUBE:** Who is doing the game's commentary?

**DD:** David Feherty and Gary McCord are back with a tremendous amount of new audio content.

**CUBE:** Will *PGA 2005* have GBA-to-GC connectivity? If so, how will this be used?

**DD:** We have not yet announced our plans for a GBA product for 2005.

**CUBE:** Have the controls been tweaked in any way? If so, what has been done and how will this change the way the game is played?

**DD:** We have a control scheme which is working very, very well and we have not changed it for this year. We have, however, made several gameplay changes which are meant to address some concerns that the game is too easy.

**CUBE:** Why would GameCUBE owners purchase *Tiger Woods PGA Tour 2005* if they own *PGA Tour 2004*?

**DD:** With history as our guide, the *Tiger Woods PGA Tour 2005* team has once again dramatically changed the game to deliver a great value to customers who purchase every year. You will again be delighted with the quality and quantity in the product.

CUBE



## DE-SCALER JUST LIKE VIM

Karma-  
karma-  
karma-  
karma-  
karma-  
chameleon



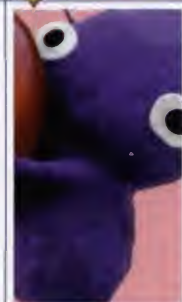
**WE'VE COME TO** expect far-fetched plotlines and characters from our games, but none come crazier than Take-Two's new 3D platform adventure *Scaler*. The game puts you in the role of Bobby 'Scaler' Johnson, who discovers that his neighbour plans to take over the world using an army of lizards. In a bid to save the planet, Bobby turns into a lizard and infiltrates the reptile army with the intent of bringing them down from the inside.

During the game, players get to visit ten vast worlds, where no place is out-of-bounds – not even the ceiling! To help Scaler on his quest, he has a range of skills including the ability to change colour to blend in with his environments. If this wasn't enough, Scaler can also turn into five other characters, each with their own unique strengths and weapons. Take-Two promises he'll be, "sneaky, elusive, witty and hysterical," hmm...

CUBE

⬆ Anyone remember Gex? Yeah, he stuck to ceilings too. Cool guy.

NEWS  
FLASH



**RADISHES**

Nintendo has released a *Pikmin* bundle in Japan containing both games and five *Pikmin* characters, they're so cute!



# GHOST IN THE SHELL

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# VANISHING POINT

If you seek the truth you may not find it, but sometimes it turns up where you least expect it



New Xbox racer Forza offers billions of possible car configurations. Like, woo!

What type of gamer are you – Ron Jeremy or Jenna Jameson?

## HAPPY HARDCORE

**THIS MONTH VANISHING** Point found himself on a train travelling home from a game presentation at some swanky bar or other deep in London's West End. Having forgotten to pack any sort of reading matter and with his battered GBA out of juice, beers were purchased as a means to occupy the approaching two hours of enforced incarceration. At times like these the brain starts to distract itself with random thought processes. What does a weapon of mass destruction look like? Could you run 100 miles if it was all downhill? Where do owls go during the day?

Sadly that would make for a rather abstract and irrelevant column, so let's talk about gamers. What is their motivation? Are they all the same? Patently not. Clearly you've got your regular gamers. They've probably been playing games all their lives, just enjoying it for the craic. Swinging left a little and you come to your fanboys. They can be identified by their unswerving loyalty to anything from an entire company down to an individual game character. The mark of a fanboy is that they will not be dissuaded in any way from the view that the object of their worship is totally awesome in every way. Any suggestion otherwise will be met with forceful and increasingly rabid defiance bordering on self-denial. Swinging further left still we come to

the hardcore-obsessives. These are an altogether scarier breed. They exhibit some characteristics of fanboys in terms of brand loyalty and knowledge of the subject. However they are far less easy to please, to the point of impossible. Unlike fanboys who will accept anything from or starring their heroes and proclaim it as pure perfection before it's even out of the box, for the hardcore-obsessive, nothing will ever be good enough. They over-clock their PCs, they prefer to play in Japanese and take personal affront to even the slightest frame-rate drop out. They will also give short thrift to anyone they consider below their celestial plane of gaming existence. Essentially though they thrive on games that most people won't or preferably can't play and therefore the more inaccessible, unwieldy and convoluted the game the better.

Swing the pendulum back to the right and we arrive at that most derided of demographics, the casual gamer. We should however all stop and take note of the fact that it's the so-called casual who has brought gaming into the mainstream and made possible the fabulously rich and diverse variety of games the industry is now able to offer. Tapping into all that extra disposable income has enabled a niche business to grow into the entertainment behemoth it is today.

And before you start bleating on about 'the good old days', just count up how many classic games were released between 1990 and 1996 compared to how many have appeared since. There's been plenty of pap but many true gems as well. Without the untold riches of a mass market industry these would never have been possible. So yay for the casuals!

Swinging still further to the right and we come to a group we'll refer to as the *uber-casuals*. They like their games to be cool, and in some cases extreme, but they want to get to the nuts and bolts. They understand torque, they know basic survival techniques, they have actual experience of things like snowboarding which they carry into their gaming. They like branding but there needs to be more substance than that. They want it larger than life and coming with it's own lingo, communicable only between those in the know. If you're not in the know, you're not cool enough to be in the gang, and that's the way they like it... oh, hang on. So the *uber-casual* is almost... the... same... as... the... hardcore-obsessive? Yep, 'fraid so. Different sides of the same coin. Their specific interests are different but their motivations virtually identical. Be the elite. So, far from being two ends of the scale, the gaming spectrum is in fact curved. And that concludes the science lesson for this month.

Sid Meier's Civilization – heaven for anyone with a love for maximum resource micro-management.





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## RIBBIT KING

JUST LIKE CHICKEN



We don't advocate animal cruelty, but when it comes to Ribbit King we'll make an exception. Bandai puts a new spin on the sport of golf by replacing golf balls with frogs. Unfortunately they don't splat when you hit them with a big stick.

ANTICIPATION ★★★

## TY TASMANIAN TIGER 2

BRIGHT EYES



Kid's rejoice! Krome's lovable Tiger returns in an all-new platform adventure. The wee scamp's been busy as he's about to star in his very own television show. Then breakfast cereal, movies, action figures and plushies. Cool.

ANTICIPATION ★★★

# UK RELEASE LIST

CUBE's at-a-glance guide to the most interesting blips on the gaming radar

Wario Ware Inc. Mega Party Game\$	Puzzle	Nintendo	3 September 2004	★★★★★
NHL 2005	Sports	EA	24 Sept 2004	★★★★
Animal Crossing	Strategy	Nintendo	24 September 2004	★★★★
Tiger Woods PGA Tour 2005	Sports	EA	24 September 2004	★★★★★
Ribbit King	Sports	Atari	Sept 2004	★★★
Def Jam Fight For New York	Beat-'em-up	EA	Sept 2004	★★★★
Second Sight	Adventure/Action	Codemasters	Sept 2004	★★★★
Pikmin 2	Puzzle	Nintendo	8 October 2004	★★★★
Paper Mario 2	RPG	Nintendo	11 October 2004	★★★★
Donkey Konga	Puzzle	Nintendo	15 October 2004	★★★★★
Ty The Tasmanian Tiger 2	Platform	EA	Oct 2004	★★★
X-Men: Legends	Action	Activision	Oct 2004	★★★★
Scaler	Platform	Take-Two	Oct 2004	★★★
Digimon Rumble Arena	Beat-'em-up	Atari	Oct 2004	★★★
Starsky And Hutch 2	Driving	Empire	Oct 2004	★★★
NBA Live 2005	Sports	EA	Autumn 2004	★★★
The Urbz	Strategy	EA	Autumn 2004	★★★★★
The Lord Of The Rings: The Third Age	RPG	EA	Autumn 2004	★★★
FIFA Football 2005	Sports	EA	Autumn 2004	★★★★
GoldenEye: Rogue Agent	Shooter	EA	Autumn 2004	★★★★
Tom Clancy's Ghost Recon 2	Action	Ubisoft	Autumn 2004	★★★
Metroid Prime 2	Shooter	Nintendo	15 November 2004	★★★★
Megaman X Command Mission	RPG	Capcom	19 November 2004	★★★★
Neighbours From Hell	Strategy	JoWood	26 November 2004	★★★
King Arthur	Adventure	Konami	November 2004	★★★
Prince Of Persia 2	Adventure	Ubisoft	November 2004	★★★★★
Call Of Duty	FPS	Activision	Winter 2004	★★★
Tak 2	Platform	THQ	Winter 2004	★★★★
Tony Hawk's Underground 2	Sports	Activision	Winter 2004	★★★★★
Tales Of Symphonia	RPG	Nintendo	Winter 2004	★★★★
The Polar Express	Platform	THQ	Winter 2004	★★★
Timesplitters: Future Perfect	FPS	EA	TBC 2005	★★★★★
Star Fox	Action	Nintendo	TBC 2005	HHHH
Donkey Kong Jungle Beat	Platform	Nintendo	TBC 2005	★★★★
Odama	Strategy	Nintendo	TBC 2005	★★★
Geist	Action/Adventure	Nintendo	TBC 2005	★★★★
Resident Evil 4	Action	Capcom	TBC 2005	★★★★★

## STARSKY AND HUTCH 2

CARDIGANS



Despite a fairly lacklustre response to the previous game, Empire is bringing the Striped Tomato back. This time round players will experience all new city locations, enhanced graphics and a funky 70's soundtrack. Groovy.

ANTICIPATION ★★★

## MEGAMAN X CM

ÜBER DUDE



Megaman's been around for like, forever, so you'd think the franchise would be as stale as a crunchy crumpet. Not so, as this is the first Megaman game to get the RPG treatment and it looks mega, man, ahem. We're sorry, so very sorry.

ANTICIPATION ★★★★★

## SOUND BYTE

"I DISAGREE WITH PEOPLE OWNING PETS, SAYING THAT, I HAVE EIGHT"

Gary 'Dolittle' Adams, he doesn't talk to animals - he says it's cruel

# SLIP-O-METER

The games that dodged their release dates and those that got away

### RESIDENT EVIL 4

Nooooo! Oh, damn you Capcom. Damn you to hell. Why wait until 2005 to release this superb title? It's looking so cool, we can't wait to blast some creepy townsfolk into the next world. What are we going to do on Christmas day now?



SLIPPED!

### GEIST

Looks like the curse has spread, as Geist isn't being released until 2005 either! 2004 was looking so promising and now all the games are getting bumped back. What next? Prince Of Persia 2? Metroid Prime 2? BAH!



SLIPPED!

### DEAD RUSH

Oh, how ironically named considering. Activision's Resident Evil-come-GTA title has bitten the dust. Apparently Activision believed it, "didn't meet our standards as a big proposition." So there.



BINNED!

## IMPORTANT DATES...

There's nothing like saturating the market with products. Well, that's the thinking of EA anyway, clearly intent on global domination. Don't believe us? Just look at the American release list.

### JAP RELEASE DATES

HOMELAND	CHUNSOFT	15 AUG 04
VIRTUA FIGHTER CG DX	SEGA	26 AUG 04
VIEWTIFUL JOE 2	CAPCOM	9 SEP 04

### US RELEASE DATES

SECOND SIGHT	CODEMASTERS	14 SEPT 04
TIGER WOODS PGA TOUR 2005	EA SPORTS	20 SEPT 04
DEF JAM: FIGHT FOR NEW YORK	EA	28 SEPT 04





# GAMECUBE CHARTS

## WHAT'S TOP OF YOUR LIST?

Spider-Man, Spider-Man, does whatever a spider can. The film is brilliant, we've all seen it now, some of us even went twice. And the game? Well it's pretty good too. As for *Shrek* – Gary says it's brilliant, an amusing satire on socio-economic problems and the third world that America has created for it's poorer population. The rest of us just like it for all the Mrs Slocom jokes that we put into most of the captions in the review. They don't make TV shows like *Are You Being Served* anymore – thank God.

## UK CHART



All information is compiled by ChartTrack and is the strict copyright of ELSPA (UK) Ltd.

<b>1</b> NEW		<b>SPIDERMAN 2</b> PUBLISHER: ACTIVISION CUBE RATING: 8.8 How much does Tim want a Spidey suit? Lots.	<b>6</b> ▲		<b>THE SIMPSONS: H&amp;R</b> PUBLISHER: VIVENDI UNIVERSAL CUBE RATING: 7.4 And that one when Homer said: "D'oh!" Very funny...
<b>2</b> NEW		<b>SHREK 2</b> PUBLISHER: ACTIVISION CUBE RATING: 7.8 Och look at ma haggis – it's all broon an' lumpy.	<b>7</b> ▼		<b>HARRY POTTER: POA</b> PUBLISHER: EA GAMES CUBE RATING: 6.8 If he went to any other school he'd be a nerd.
<b>3</b> ▼		<b>MARIO GOLF: TT</b> PUBLISHER: Nintendo CUBE RATING: 8.0 Bizarrelly the Isle of Man TT is all about motorbikes.	<b>8</b> ▼		<b>HARVEST MOON: IWAL</b> PUBLISHER: UBISOFT CUBE RATING: 9.0 Will AC oust this as the best pointless game?
<b>4</b> ▼		<b>POKEMON COLLOSEUM</b> PUBLISHER: Nintendo CUBE RATING: 8.6 You ever feel any guilt when your Pikachu 'dies'?	<b>9</b> ▼		<b>MARIO KART DD!!</b> PUBLISHER: Nintendo CUBE RATING: 9.4 Good but it's no Burnout 3. We've played it, it rocks.
<b>5</b> ▲		<b>SONIC HEROES</b> PUBLISHER: SEGA CUBE RATING: 7.0 Tell you what, we'll give it 9.9 if you all shut up.	<b>10</b> ▼		<b>FINAL FANTASY: CC</b> PUBLISHER: Nintendo CUBE RATING: 9.0 Can't wait for FFXII on the PS2. We love FF games.

## CUBE MOST PLAYED

THE GAMES WE'VE BEEN TAKING HOME AT THE END OF THE DAY



### WARIO WARE

Yay! Liz finally gets a game that doesn't make her want to stick a fork in her eye, or Miles' come to that. In fact it was so addictive that we nearly forgot to write the mag. Ooops. Oh well, you know what it's about: "Games, etc, etc, aren't they great? Blah blah Nintendo rules." Where's Wario?



### WWE: DOR

We all thought Tim had some sort of fetish for sweaty guys in Lycra pants, as we didn't see him for days. Then we learnt he'd spent most of that time making the **CUBE** team in the Create A Superstar Mode. Then he sat and watched us wrestle. For hours.



### NEED FOR SPEED; UNDERGROUND 2

What's French for va-va-voom? Okay, so we didn't rate the first game that highly, but this looks alright so far. It's got everything a petrol head could want – cool cars, sleek courses and sexy laydees – but will it actually be fun this time?



Budget GameCube games still making the rounds

## ON A SHOE-STRING

1. SUPER MARIO SUNSHINE
2. SONIC ADVENTURE 2 BATTLE
3. SUPER SMASH BROS MELEE
4. STAR WARS: ROGUE SQUADRON III: RS
5. MEDAL OF HONOR: RISING SUN
6. SUPER MONKEY BALL
7. FIFA 2004
8. NEED FOR SPEED: UNDERGROUND
9. BILLY HATCHER AND THE GIANT EGG
10. WWE WRESTLEMANIA X8





# WORLD OF NINT

## A glance at the globe through a Cube-shaped lens...

### EA take over the games industry, part 476 (UK)



When it comes to making money out of the games industry Nintendo's main rivals for the biggest cash mountain in the world aren't Sony or Microsoft (who both posted losses for their games division recently), but EA. What's more EA has been flashing the cheque book with gay abandon this year, snaffling up exclusive deals and licenses left, right and centre. Now though they've gone and bought out Criterion, giving them complete control of the *Burnout* series and games making tool RenderWare. This latter is already causing some distress within the industry as it's used by developers around the world and if EA suddenly decide to keep it to themselves there's going to be

trouble. At the moment though EA is claiming it'll do no such thing and in fact with EA's love of multi-format releases this might actually increase the chances that Criterion will make *Burnout 4* for the GameCube (or more likely Revolution). Fingers crossed, eh?



### LucasArts plans Star Wars game (USA)



There's a shocker, eh? Bet you couldn't see that one coming. Yes, believe it or not LucasArts has announced it will be producing a game based on the newly named *Star Wars: Episode III – Revenge Of The Sith*.

LucasArts hasn't announced either the developer or the formats (although we're guessing everything under the sun for the latter) but the game is being described as "the ultimate Jedi action experience," which will make a nice change from the crap one we usually get. You'll be able to play as

either bad guy (is that a spoiler?) Anakin Skywalker or nice guy Ben Kenobi using all the lightsaber and Force tricks that come naturally to the pair of them.

We're a bit confused though, as to whether this game is the same one that LucasArts vaguely alluded to a few months ago as starring Darth Vader. It seems unlikely Annie will be kitted up in the big black coal scuttle for too much of the film so whether LucasArts is planning two evil Jedi games or not we're unsure. If only we could clear our mind of worry and see the future.

### Rayman: The Next Generation (Fr)



Games nowadays are taking longer and longer to make, as the sheer volume of content needed increases with every generation. Even so, we're not quite sure how useful it is for Ubisoft to announce that *Rayman 4* will be coming out before 2007. It might as well say before the end of the world for all the difference such a colossal lead time makes.

Unsurprisingly we don't know anything more about the game at this stage, except that if it's coming out that far from now it's obviously going to be on the next-generation consoles – including, one would assume, the Nintendo Revolution.

### Final Fantasy guru starts anew (Japan)



If you love *Final Fantasy* then Hironobu Sakaguchi is your god. Credited with a leading role in all the core *Final Fantasy* games until *Final Fantasy X-2*, he's now left Square Enix to set-up his own studio called Mist Walker.

Either that, or he's heading up a new division of Square to create a game called *Mist Walker* – to be honest the translation of the Japanese press release is so ambiguously worded it's difficult to tell.

Either way Square's answer to Miyamoto has broken free of the shackles of *Final Fantasy* and is currently beaver away at a new masterpiece with FF character designer Yoshitaka Amano and renowned manga artist Takehiko Inoue. Which format the fruit of their labours will be out on is currently unknown, but it's not likely to be until the next generation.





# ENDO

## Capcom tips hand on sequel plans (Japan)

Everyone loves Capcom. It has managed to create some of the most inspirational, courageously original titles the world has ever seen together with some of the most gratuitous cash-ins its ever tried to ignore – often in the same franchise. This cheery dichotomy seems destined to continue as internet detectives have discovered that the company has registered (but not yet begun to use) the domains ResidentEvil5.com, ViewtifulJoe3.com, and Onimusha4.com. Since Capcom has all but admitted that sequels to all these games have always been part of the plan this is perhaps no surprise. However, **CUBE** spoke to a spokesman from Capcom here's what he said: "The domain names have been registered as far as I know but there are no firm plans for these titles at present. I think they [Capcom] did a speculative registration." He continued: "Just to make it clear – these games are not in development. And that's official." Still, *Resident Evil 5* will be a particularly interesting game, since nobody seems clear what will happen to Nintendo's exclusivity deal with the franchise, once number four is finished.

## Square want your help (Japan)

Square Enix has decided that it can't be bothered paying for all those expensive marketing consultants and have decided to ask their Japanese fans what games they'd like to see on the Nintendo DS – because it can't decide itself.

Included in the Japanese version of *FF I* and *II* on the GBA is a survey card asking fans to pick one of the following for conversion to the Nintendo DS: *FF III*, *IV*, *V* and *VI*, the *Secret Of Mana* series, the *Saga* series, *Chrono Trigger*, *Hanjuku Heroes* and *Chocobo's Dungeon*.

Knowing the Japanese audience we'd guess that *Final Fantasy VI* and *Chrono Trigger* are going to be top of the pops but to be honest we'd settle for most of these, especially since Square Enix has committed to producing some brand new games for the format as well.

## Nintendo's profits double (Japan)

Nintendo moved one step further away from the poor house recently when it announced that its profits had almost doubled in the three months from April to June this year. The big N surpassed all expectations with an operating profit of £85.8m. Just to make that clear that means Nintendo made over £85 million in just three months, during a traditionally quiet time of the year when it barely released any new games of its own. And this was in the same month that both Microsoft and Sony announced their game divisions had lost money!

At the same time Nintendo revealed that it has currently sold 15.2 million GameCubes world-wide to date and 53.7 million GBAs. This compares to approx 15.5 million units for the Xbox and over 70 million for the PlayStation 2.

## Famicom Mini, part trois (Japan)

Now that they've been released in West, as the NES Classics range, it seems that Nintendo's Famicom Mini range of cut prices NES reissues are officially the thickest gravy train ever created. With absolutely no effort Nintendo is ranking the cash in at an extraordinary rate and, not surprisingly, it recently announced it'll be adding to the range on offer.

As ever, we won't be seeing many of them over here (if only because half of them have never been translated into English), but the full list of new titles is

as follows: *Super Mario Bros 2*, *Nazo no Murasame*, *Zelda II: The Adventure of Link*, *Metroid*, *Kid Icarus*, *Shin Onigashima*, *Famicom Tantei Kurabu: Kieta Koukeisha*, *Famicom Tantei Kurabu II: Ushiro ni Tatsu Shoujo*, *Castlevania* and *SD Gundam World: Gachapon Senshi Scramble Wars*.



## GAMECUBE CHARTS

### CHART-TOPPERS THE WORLD OVER

The Japanese seem to be going bongo crazy at the moment with the *Donkey Konga* extra 'mission' disc burning up the charts alongside a two-pack with the original game. In fact it's a pretty healthy looking chart again this month with lots of unusual third party software including Konami's best selling baseball franchise *Powerful Pro Baseball*. The US chart is doing just as well with Namco's wonderful *Tales of Symphonia* actually managing to outsell *Spider-Man 2* – a feat we can guarantee won't be repeated when it comes out over here. Shame, because it's gonna be wicky-wicky-wicked!

## JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	1	PIKMIN 2	NINTENDO
2	3	LOZ: THE WIND WAKER	NINTENDO
3	NE	DK 2: HIT SONG PARADE	NINTENDO
4	NE	P PRO BASEBALL LIVE 11	KONAMI
5	NE	DONKEY KONGA 1 & 2	NINTENDO
6	NE	HM: AVL FOR GIRLS	MARVELOUS
7	NE	GPX CYBER FORMULA	SUNRISE
8	2	MSG: THE ACE PILOT	BANDAI
9	RE	SUPER SMASH BROS MELEE	NINTENDO
10	8	ANIMAL CROSSING	NINTENDO

## US CHART

POS	LAST	TITLE	PUBLISHER
1	NE	TALES OF SYMPHONIA	NAMCO
2	NE	SPIDER-MAN 2: THE GAME	ACTIVISION
3	4	SUPER SMASH BROS MELEE	NINTENDO
4	1	LOZ: FOUR SWORDS	NINTENDO
5	7	ANIMAL CROSSING	NINTENDO
6	RE	POKEMON COLOSSEUM	NINTENDO
7	NE	ROADKILL	MIDWAY
8	RE	PRINCE OF PERSIA: SOT	UBISOFT
9	6	MK: DOUBLE DASH!!	NINTENDO
10	9	SUPER MARIO SUNSHINE	NINTENDO





# BOYS R US

Watch cartoons on your GBA, then turn it into a video phone. Despite being the most successful console ever, people still seem determined to find a new role for our pocket buddy!



## NEWS FLASH



## FASTER THAN?

Rumour has it Nintendo will be unveiling a new *F-Zero* game for the GBA called *F-Zero Climax*.

# TINY 'TOONS

## Cartoons on your GBA? Only in Japan

**DUE TO THE** GBA's ability to run reprogrammable flash cartridges, Nintendo has been subjected to high levels of piracy as unscrupulous people download GBA ROMs from illegitimate sources, but now it seems the company plans to exploit this very aspect of the GBA.

In conjunction with Nintendo, Japanese manufacturer AM3 will be releasing a device called the Advance Gachapon machine. This machine is basically a 'content dispenser', where members of the public can download popular Japanese cartoons onto their movie-enabled GBAs, using a 32MB flash cart. If the Advance Gachapon proves to be a success, AM3

and Nintendo hope to make games, music and comics available for the device.

Currently only a few machines are up-and-running, but AM3 plans to release 10,000 Advance Gachapon's across Japan over the next year.

There are no plans to bring the device to Europe as yet, but with the growing trend for these types of booths in the UK hopefully it will reach these shores eventually. Lets just hope they change the name to something that sounds less like a type of soup...

(Gazpacho soup – geddit? No? Have you not seen *Red Dwarf*? Yes? But only the 7th series? Oh dear.)

CUBE



## GBA gets a make-over...

To run in conjunction with the new *Naruto* RPG game on the GBA, Nintendo is releasing a *Naruto*-themed GBA SP. The unit has been re-sprayed an eye-catching shade of orange and comes complete with azure buttons and *Naruto*'s Kohona symbol on the lid. As always, it's only available in Japan for 17,541 yen (roughly £86).



...again

## Finally...

After Square Enix discovered some whopping bugs in the *Final Fantasy I & II* GBA compilation code, the game was put on hiatus for an indefinite period. However, the problems were solved a lot faster than anticipated so the game has finally been released. Yay!

...a release date

# ITS GOOD TO TALK

## Digital Acts makes GBA video phone

**JAPAN-BASED COMPANY** Digital Acts is releasing a peripheral for the Game Boy Advance and GBA SP that will allow gamers to use their pocket-sized machine as a videophone. The "Campho Advance" plugs into the GBA cartridge slot, but must also be connected to a phone-line and power-source to work... not exactly mobile, then. Still, the camera's resolution is 110,000 pixels and has a frame rate of five frames per second and at an estimated retail price of 12,000 yen (that's £60) it's certainly cheaper

than your average videophone. However, the Campho is only available in Japan at the moment and, to be honest, we can't see it taking off in a place where mobile-video technology is abundant. Would be a nice toy to have though – we could call Gary when he's playing GBA games in the toilet... actually no that's an awful idea. Truly hideous. We're sorry, we promise not to mention any more of Gary's toilet activities, which mostly involve his GBA anyway. Moving on...



Now you can look even dafter than those blokes who talk to themselves.



# GO LARGE?

IT'LL ONLY COST YOU £29.99 EXTRA

**DATTEL HAS CREATED** a new system that allows you to play your GBA games on your television, and cheat at them too. The Advance Game Port (AGP) is a small cartridge which slots into the GameCube's second memory card port. Once in place, simply insert the GBA game into the AGP and Bob's your uncle – one GBA game on your television. You can also get some handy cheats for those devilishly tough games with the AGP's Cheat Construction Kit, which is an in-built version of Action Replay, complete with thousands of GBA cheats. The Cheat Construction Kit is updateable as well, so all you have to do is download the latest codes from [www.codejunkies.com](http://www.codejunkies.com). If you can't find the code you need then you can create your own using the DVD tutorial included with the AGP. You'll never have to struggle again... no wait, that's the fun bit, isn't it?



## MORE POKEMON GEMS

**ACCORDING TO JAPANESE** magazine, CoroCoro Comic, Nintendo will be releasing a new *Pokémon* title, called *Pokémon Emerald*. Once more the player must face the villainous Team Aqua and Team Magma from *Ruby* and *Sapphire*. Following on from the emerald theme, the game's heroes will be dressed in green and Rayquaza will feature on the box-art. The game will be similar to *Ruby* and *Sapphire*, but has received a few tweaks. Firstly, in the Trainer matches trainers will team up to battle the player. Secondly, the game will feature a new Fighting Theme Park, entitled Battle Frontier. *Pokémon Emerald* will be released in Japan on 16 September.



## STAR WARS: APPRENTICE OF THE FORCE

In a galaxy far, far away

**UBISOFT IS BRINGING** an all-new *Star Wars* adventure to your GBA. *Star Wars Trilogy: Apprentice Of The Force* follows the adventures of George Lucas' classic trilogy. You take control of Luke Skywalker as he attempts to learn the ways of the force to become a Jedi like his father and defeat the Emperor Palpatine, who is attempting to take control of the galaxy. The game features nineteen single-player missions, two multiplayer modes and a variety of game styles, such as top down driving and shooting, co-op levels with R2D2 and boasts a range of Jedi Powers.

*Star Wars* fans will also be happy to hear that John William's famous soundtrack is being used, as well as the original sound effects from the movies, plus you can unlock bonus material from the films. *Apprentice Of The Force* is due out on 24 September.



### CUT UP

Developers Atlas are set to release *Caduceus* for the Nintendo DS. It's a sci-fi surgery game and you get to use the stylus as a scalpel. Uck.

## COMING UP

WHAT YOU'LL BE PLAYING IN THE MONTHS TO COME

NAME	PUBLISHER	DEVELOPER	RELEASE
MEGAMAN ZERO 3	CAPCOM	CAPCOM	3 SEPTEMBER 2004
MARIO GOLF: ADVANCE TOUR	NINTENDO	CAMELOT	17 SEPTEMBER 2004
STAR WARS TRILOGY: AOTF	UBISOFT	UBISOFT	24 SEPTEMBER 2004
BOKTAI 2: SOLAR BOY DJANGO	KONAMI	KONAMI	SEPT 2004
TRON 2.0: KILLER APP	BUENA VISTA	DIGITAL ECLIPSE	SEPT 2004
POKEMON FIRERED/LEAFGREEN	NINTENDO	GAME FREAK	1 OCTOBER 2004
HAMTARD: RAINBOW RESCUE	NINTENDO	NINTENDO	29 OCTOBER 2004
BANJO KAZOOIE: PILOT	THQ	RARE	OCT 2004
DUEL MASTERS: SEMPAL LEGENDS	ATARI	ATARI	OCT 2004
SHARK TALE	ACTIVISION	ACTIVISION	OCT 2004
LOTR: THIRD AGE	EA	AMAZE	NOVEMBER 2004
THE URBZ: SIMS IN THE CITY	EA	MAXIS	NOVEMBER 2004
WWE SURVIVOR SERIES	THQ	THQ	NOVEMBER 2004
SUPER MARIO PINBALL	NINTENDO	FUSE GAMES	WINTER 2004
LOZ: MAGICAL HOOD	NINTENDO	CAPCOM	WINTER 2004

## THE CHARTER

WHAT YOU'RE ALL BUYING...

POS	LAST WEEK	TITLE
1	▲	SONIC ADVANCE 3
2	▼	SHREK 2
3	-	CRASH BANDICOOT FUSION
4	-	SPYRO FUSION
5	NEW	SUPER MARIO BROS
6	▼	HARRY POTTER THE PRISONER OF AZKABAN
7	▼	POKEMON RUBY
8	NEW	PACMAN
9	NEW	THE LEGEND OF ZELDA
10	NEW	DONKEY KONG



## OVER TO YOU

WE ASKED WHICH CHARACTER YOU WOULD MOST LIKE TO SEE ADORN A SPECIAL EDITION SP



Viewtiful Joe 'won'.



# GAMER'S DIGEST

## GAMECUBE RUMOURS, GOSSIP AND NEWS

### ROUND-UP



#### FEVER PITCH

The Austin Game Initiative is currently taking registrations for this year's LivePitch. The event, held on the 9 and 10 September, offers developers the chance to pitch their games to publishers. Last year Midway, Gathering/Take-Two, Eidos Inc and Vivendi attended the show and this year's turnout should be even more impressive. As well as the chance to pitch their games, developers can partake in one of the 'tracks' (we call them lectures), such as the Multiplayer Online Games Track that'll give them more of an insight into the industry.

#### ESC-BAY

The games industry's charity ESC (Entertainment Software Charity) is giving you the chance to buy limited edition and rare goods from its eBay shop at [www.ebay.co.uk/charity](http://www.ebay.co.uk/charity). All the money raised will go to ESC-supported youth charities that cover education, health and personal development. The e-shop is open throughout 2004.

#### NEED FOR ARTISTS

In association with *Need For Speed: Underground 2*, EA is offering graphical artists the chance to design their dream car. The ten best entrants will see their works of art made reality in *NFS 2*, and each receive a copy of the game. However, as is always the case with cool promotions like this one, only American and Canadian citizens are allowed to enter. We're not good enough for you then, EA? Huh? Huh?

## GAME FIGHTS CANCER

Nine-year-old boy creates own game



**BEN DUSKIN FROM** Greenbrae, California, has created a game to help children with cancer come to terms with their disease. The game, titled *Ben's Game* was recently unveiled at the UCSF Medical Center and features a boy who travels inside a person's body to fight cancerous cells. The game came about when Ben got in touch with the local Make-A-Wish Foundation and requested that it be made to help children like himself better understand the disease. "I haven't heard of any other children asking to create their own game that kills cancer,"

commented the foundation's associate director Sheila Duffy. "It didn't seem feasible. People said it would take years and millions of dollars."

This wasn't to be the case however, when Eric Johnson (senior software engineer and technical director at LucasArts) heard of Ben's request. With permission from LucasArts, Johnson spent months working on the title with Ben and was surprised at the boy's aptitude for game design, "a lot of design ideas came directly from Ben... Kids have a whole language for talking about the treatments and what they're going through." Ben is now working on a sequel to the game entitled *Lord Of The Cells: Return Of The Disease*. To play the game, go to [www.makewish.org/ben](http://www.makewish.org/ben). **CUBE**

TY THE TASMANIAN TIGER

# 1,000,000

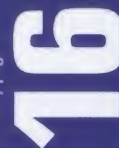
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"TIGER WOODS 2005 HAS ONCE AGAIN CHANGED... TO DELIVER GREAT VALUE TO CUSTOMERS"

David DeMartini, Producer, Tiger Woods

Full story page



## TY ON TV

Tasmania's favourite tiger gets own show

**AUSTRALIAN DEVELOPMENT COMPANY** Krome Studios has joined forces with DPS Film Roman, to create a television programme and DVD franchise featuring its loveable character Ty The Tasmanian Tiger. The first game, released in 2002, was a huge success and now Krome hopes to repeat that achievement with the *Ty The Tasmanian Tiger* television show, a hope that seems likely to be fulfilled when you consider DPS Film Roman is responsible for *The Simpsons* and *King Of The Hill*. "This is an incredible opportunity for the 'Ty the Tasmanian Tiger' franchise," commented Robert Walsh, chief executive officer of Krome Studios. "The light-hearted humour and mad-cap adventures of the games will be brought to a new medium and wider audience. With DPS Film Roman's experience breathing life into animated stars such as Hank Hill and Homer Simpson, our boomerang-wielding Tasmanian tiger has prestigious company." No date has been confirmed for the show's launch, but Ty fans can content themselves with his new game, cunningly named *Ty The Tasmanian Tiger 2*, coming your way in October.



## NES RESURRECTED

All you need is a toilet roll and some sticky-back plastic

**WE ALL LOVE** the NES but some of us love it just a bit too much, like the guys at [www.dfnf.net](http://www.dfnf.net). They're giving NES fans the chance to build their own scaled down, paper version of Nintendo's original system, complete with controller. All you have to do is download the template and follow the simple instructions, et voila! One NES. You can also download templates for NES game cartridges to put into your origami creation, should you so desire. So desperately sad, yet strangely compelling. And perfect for playing *Paper Mario*! Because he's made of paper. You see?





# STARS IN YOUR EYES

Game  
Stars Live  
hits  
London  
this  
September

**THE ANNUAL GAME** Stars Live exhibition returns to London ExCeL and this year's line-up looks better than ever. As well as Ubisoft's unveiling of *Prince Of Persia 2* to the general public, attendees will also be able to play demos of *Tom Clancy's Ghost Recon 2*, *Splinter Cell Chaos Theory*, *Rocky Legends* and *Playboy: The Mansion* to name a few. So far Acclaim, Activision, Atari, EA Games, Eidos, Konami, Ubisoft, Nokia and Nintendo are all signed up to appear at the show, which runs from the 1-5 September. Other highlights of the exhibition include the disturbingly-named Bear Pits where attendees can earn the title of Best Gamer in a series of competitions, the Groove Zone where all the latest dance and music games can be found and the Gaming Careers zone where you can learn more about the games industry. Other zones include the Retro Lounge where you can play games from the days of yore, the European



Online Gaming Championship zone and the Cheat Zone. This wouldn't be Game Stars Live if there weren't some stars about (otherwise it would just be Game Live, right?), so expect a few celebrity appearances as well. If you haven't already purchased your tickets for this event, check out [www.gamestarslive.co.uk](http://www.gamestarslive.co.uk) or pay £12 on the door.

## FASHION SHOW

Classic games, classy tees

**BRITISH FASHION LABEL** Joystick Junkies has just launched its new season of clothing inspired by gaming culture: "The designs are taken more from videogames pop culture influences rather than the games themselves," said Chris Birch, creative director of Joystick Junkies. "The early Eighties was full of videogame references and nobody has tapped into this heritage. As a result we believe we've created a really strong range with its roots in videogames culture." Check the full range at [joystickjunkies.com](http://joystickjunkies.com)



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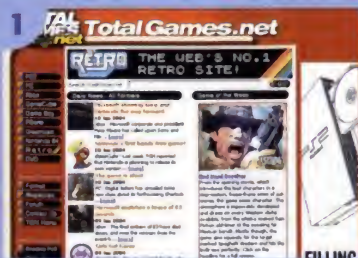
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### UP-TO-THE-MINUTE NEWS

Every day of the week our rabid news hound updates the GameCube stories that matter.



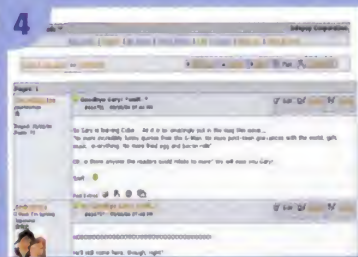
### CUBE, WITHOUT THE PAPER

Read back issues of CUBE without even having to go and buy them! We're too good to you...



### HOTTEST CHEATS IN TOWN

Our sister magazine SOLUTIONS: NINTENDO GAMECUBE sometimes updates this page just for you, no really.



### THE FORUM

The CUBE forum is one of the most subscribed and lively GC discussion salons in the country. Be there, be way cool, really...

**WE'RE GETTING MIGHTY** tired of the online debate with Nintendo. We want it, they don't. Which is confusing considering that the company prides itself on innovation and forward thinking. What can be more innovative in the new millennium than online gaming? Sure, Microsoft and Sony are struggling with their online games at the moment (well, Sony more than Microsoft) but that's only because online console gaming is in its infancy and there are bound to be a few teething problems. But to suggest that Nintendo's audience wouldn't want online games at all is just ridiculous. How cool would it be to play *Wario Ware* online, or *Metroid* or a variant of *Zelda Four Swords*? And just imagine how popular an online *Mario* game would be! We understand Nintendo's concerns; the company is in a precarious situation at the moment and it may not be the time to take financial risks, but surely it shouldn't be ruling out online gaming altogether? We've already had to make do with cut-down versions of *Rainbow Six 3* and *Pandora Tomorrow* and lost *Burnout 3* entirely. Just imagine what other big titles Nintendo fans are going to miss out on because of this. Get with the times Nintendo, and get online.



# CUBE GREAT GIVE-AWAYS!

## COMPETITION

COMPETITION TIME

# THE JOY OF TECH

Read about it, now win it!

**THERE'S NO DOUBT** that after reading our news article (page 17) about JOYTECH's superb new Universal 7inch TFT Monitor, you're all salivating like rabid dogs over a plate of juicy pork sausages. With Widescreen display, fantastic 3D and SRS Surround Sound, and with full RGB and PAL/NTSC compatibility for all next-gen consoles, it's only to be expected!

Well, we don't want you all passing out due to dehydration, so **CUBE** and the lovely chaps at JOYTECH are giving one lucky, lucky reader the chance to win a JOYTECH Universal 7inch TFT Monitor plus a whole bundle of JOYTECH goodies.

### HERE'S WHAT YOU CAN WIN:

The first prize is a JOYTECH Universal 7inch TFT Monitor worth £150, a Nintendo GameCube, 1 JOYTECH portable DVD player, 2 JOYTECH Advanced Controllers, 2 JOYTECH 32Mb Memory Cards and a copy of *Serious Sam* for the GameCube. Five runners up will each received a copy of *Serious Sam* for the GameCube.

**Q: JOYTECH'S PR BLOKE, ALEX VERREY, STARRED IN THE 1993 TELEVISION SHOW GAMES WORLD. BUT WHAT WAS HIS CHARACTER CALLED? WAS IT:**

**A: BIG BOY BARRY B: BARRY WHITE C: JOHN BARRY**

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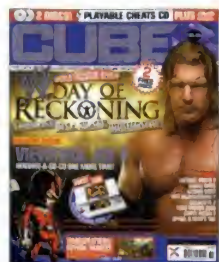
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# Wishful

The next generation is coming but what exactly will you be playing on your new Nintendo console?

**T**HERE ARE ABOUT a dozen franchises which Nintendo wheels out for every new console it makes, so theoretically it should be fairly easy to predict exactly what we'll be playing when the Revolution comes (ie the next Nintendo console, not some sort of proletariat uprising to oust Tony Blair, although...). But with graphics edging ever closer to photo realism, the onus is going to be on evolving the gameplay more than the presentation. But what, if anything, can really be done to improve the Nintendo greats?

## Super Mario

**Existing Titles:** Super Mario Bros (NES), Super Mario Bros 2 (NES), Super Mario Bros 3 (NES), Super Mario World (SNES), Yoshi's Island (SNES), Super Mario 64 (N64), Super Mario Sunshine (GC)

**THE SUPER MARIO** games are the most important games franchise in history. Not only are they the very best games ever made, but they are also the most influential. Or at least they used to be. Even ignoring arguments over *Super Mario Sunshine*'s quality, the truth is it's far less influential than it used to be purely because there just aren't as many platform games being made nowadays.

Since *Super Mario 64* got the concept of 3D adventuring right pretty much first time, it's perhaps no wonder that *Sunshine* was a bit of a disappointment as it followed the normal sequel route of



# Thinking

just complicating the controls and adding a few gimmicks. If we assume Miyamoto's not going to fall into that trap again then some sort of back-to-basics style drive is going to be needed.

Great as it was *Mario 64* didn't really play much like *Super Mario Bros.*, for although it managed to make running and jumping as much fun in 3D as it had been in 2D there was very little actual combat. Goomba heads only occasionally got jumped upon and there were no fireballs. Furthermore, all the 2D *Mario* games tended to feature short, highly detailed levels rather than the sprawling playgrounds of the 3D games.

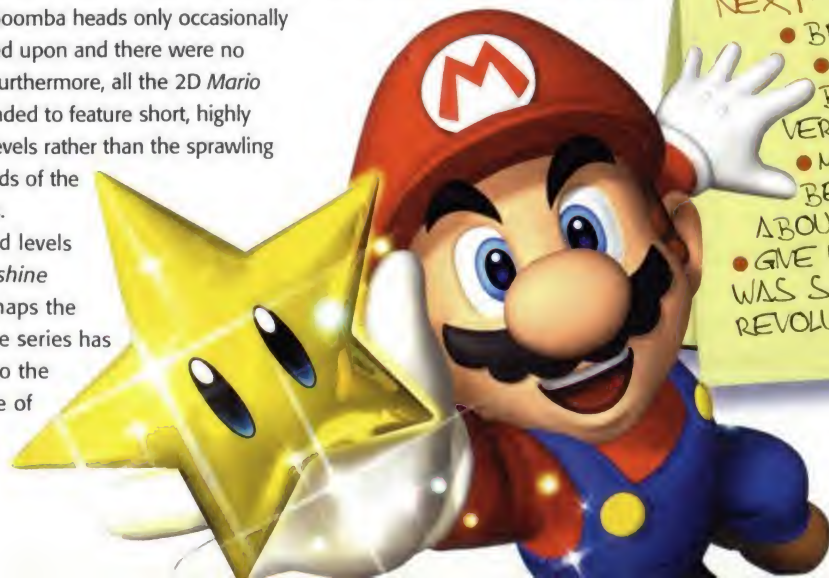
The void levels from *Sunshine* were perhaps the closest the series has ever got to the older style of

play and with the difficulty levels brought down to normal and an even split between combat and platform jumping one could quite easily see them offering a welcome new direction for the series. No doubt Miyamoto will want to add lots of other new ideas and features, but we suspect the lukewarm reaction to *Super Mario Sunshine* will have reminded him

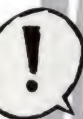
that the age old appeal of Mario is pure, instant fun: with all the complexity of control and interaction coming from the player and not some fiddly water pistol gimmick.

## NEXT-GEN WISH LIST:

- BRING BACK THE FIRE FLOWER.
- MAKE A PROPER JOB OF 3D YOSHI BRING BACK THE RED, BLUE AND YELLOW VERSIONS TOO.
- MARIO'S HAMMER FROM DONKEY KONG HASN'T BEEN SEEN FOR AGES EITHER, WHAT ABOUT THAT?
- GIVE US A PROPER TWO-PLAYER MODE: THE N64 WAS SUPPOSED TO HAVE ONE SO WHY NOT THE REVOLUTION?







## The Legend Of Zelda

**Existing Titles:** The Legend Of Zelda (NES), The Adventure Of Link (NES), A Link To The Past (SNES), Link's Awakening (GB), Ocarina Of Time (N64), Majora's Mask (N64), Oracle Of Ages/Seasons (GBC), The Wind Waker (GC)

**THE UNVEILING OF** the new non-cel shaded *Zelda* at E3 was one of the biggest surprises to come out of Nintendo in a long while. However, it's not at all clear whether this is a quick appeasement for whining US fans or a true guide to the future of the franchise. Miyamoto has already indicated that the cel-shaded graphics may return, but if the new game proves to be a success it seems reasonable to imagine it won't – outside of spin-offs like *Four Swords Adventure*. The more interesting question is what will happen to the gameplay. Even

though it was originally supposed to be a mission disc *Majora's Mask* arguably featured more new ideas than *Wind Waker*, which often seemed too eager to retread *Ocarina Of Time*. No one wants the Revolution version of *Zelda* to be the same old thing with higher res graphics so what will Nintendo do?

Unlike the *Mario* games, the 3D *Zeldas* actually do play very much like the originals. What we'd like to see for a next-gen sequel is the whole game world opening up and becoming even more freeform. Whereas *Zelda* still can't be beat for puzzles and controls we hate to say it but in terms of providing a living world to play in, *Grand Theft Auto* seems to be pulling ahead.

*Zelda* has always been poor when it comes to believable characters and

some proper AI that allows them to lead a convincing virtual life would add immeasurably to the experience. If this could be combined with a much larger, richer world – a next-gen version of Hyrule Field – we'd start to see the franchise use a more powerful console not just to provide better graphics but a bigger, deeper world to experience them in.

### NEXT-GEN WISH LIST:

- PROPER AI DRIVEN CHARACTERS THAT'LL HAVE MORE THAN JUST A SENTENCE OF DIALOGUE.
- A MUCH BIGGER GAME WORLD, IMAGINE SAN ANDREAS' THREE CITIES DONE ZELDA STYLE.
- LESS RELIANCE ON THE OVER WORLD/DUNGEON STRUCTURE, TO MAKE THINGS LESS LINEAR.
- A PROPER STORYLINE AND DOES ANYONE KNOW OR CARE WHAT WIND WAKER WAS ABOUT?



## Mario Kart

**Existing Titles:** Super Mario Kart (SNES), Mario Kart 64 (N64), Mario Kart: Super Circuit (GBA), Mario Kart: Double Dash!! (GC)

**THE PROBLEM NINTENDO** has with *Mario Kart* is that it has deviated so far from the essence of the original game that it's barely appropriate to associate it with the rest of the series. Despite what Nintendo may now have convinced itself about the

weapons and the cute graphics, the main draw with *Super Mario Kart* was the realistic handling. It had never been done before in a home racing game, but now of course, in this post-*Gran Turismo* world, realism is king and no longer a novelty.

Although *Double Dash's* handling was more believable than *Mario Kart 64* it seems clear that Nintendo is trying to

### "GRAN TURISMO IS AS BORING AS MUD"

make the series stand out by exaggerating the handling and upping the wackiness quotient. It's like going from *The Empire Strikes Back* to *Return Of The Jedi* and the last thing we all want to see is things turn into *Episode I* with the addition of more gimmicks.

A new *Mario Kart* needs to be about driving first and foremost, with everything else pushed right into the background. If Nintendo wants to go

### NEXT-GEN WISH LIST:

- A 'NO WEAPONS' OPTION (OR AT LEAST A SUPER MARIO KART MODE OR SOMETHING). AND BRING BACK THE HOP MOVE.
- ADD IN A TRACK AND VEHICLE DESIGNER. MAKE THIS GRAN TURISMO WITH ADDED MARIO.
- MORE MAGNATIVE, INTERACTIVE LEVELS.



## StarFox

**Existing Titles:** *StarWing* (SNES), *Lylat Wars* (N64), *StarFox Adventures* (GC), *Star Fox* (GC)

**WHEN STARFOX (RENAMED** *StarWing* in the UK, for legal reasons) first came to be on the SNES it was the most technologically advanced console game ever made. Using SuperFX technology (basically a 3D graphics chip grafted on to the usual game cart) it became the first

## "LESS SLIPPY THE IDIOT TOAD 'NUFF SAID"

ever all polygon console game. The game itself was an on-the-rails shooter that worked very much like a 3D version of *R-Type* and the like. The N64 follow-up was very good, but far less of technological milestone, while *StarFox Adventures*, Rare's last game for Nintendo, wasn't all that (although Chandra, still loves it).

So far *Star Fox* looks like nothing more or less than a hi-res version of the original, although the ability to jump in and out of the Landmaster tank and the Arwing fighter in multiplayer mode does give a hint as to where Nintendo could take the franchise in the future. Running around a level on foot, using vehicles whenever you can is pretty close to PC multiplayer titles like *Battlefield 1942* – except those games have dozens of different land, sea and air craft. Since *Lylat*

### NEXT-GEN WISH LIST:

- UP THE VEHICLE QUOTIENT. WE WANT MOTORBIKES, MORTAR TANKS, BATTLESHIPS.
- ADD MORE WEAPONS, SO WE HAVE R-TYPE STYLE CRAZY GUNS NOT JUST A CHOICE BETWEEN SINGLE AND DOUBLE SHOT.
- RP OFF EVEN MORE STUFF FROM THE 2D SHOOTERS, ESPECIALLY GRADIUS-STYLE OPTIONS AND A COMBO SYSTEM.

*Wars* had an example of each it's not too much of a stretch to imagine these three being expanded upon for a new game.

It would be a shame to see the into-the-screen, on-rails sections disappear altogether though, but since their inspiration was old school 2D shooters there are plenty of features from that lamented genre left to pilfer. So far the series hasn't featured any proper weapon power-ups bar twin lasers and a smart gun. There have been no independently controlled 'force' or 'option' helpers, or any of the more modern gimmicks like *Ikaruga's* colour-based combat, *Psyvariar's* buzz combo system or *Border Down's* layered scoring scheme. The original *StarFox* proved that old school gameplay didn't have to have old school graphics and it would be nice to see a next-gen version really taking this idea by the throat and thrusting the series to the top of the pile when it comes to technical achievement.

crazy it should concentrate on the level design which despite a few honourable mentions was a bit staid in *DD*. Jumping and rolling around bizarrely structured levels, avoiding chomps and the occasional Koopa shell is only elevated above a *Mario Party* sub-game if the handling is dead on. It needn't be realistic per se, as long as it feels tight, consistent and under your control. After all *Gran Turismo* is as boring as mud to anyone but nerdy carspotters and combining real world aspirations (in this case driving) with Nintendo magic is what *Mario Kart* is all about. In fact creating a whole *Gran Turismo* style world with hundreds of different cars to make and customise is a far more logical step for the franchise than adding more power-ups. It worked in *F-Zero GX* so why not here – it would certainly make the increasingly sidelined battle modes more interesting as you could take your very own customised death machine into battle.

## YOUR PORTABLE FUTURE

### PALM OF YOUR HANDS

A second front is about to open in the console war, with Nintendo facing an usually competent portable challenge, in the face of the PlayStation Portable. How exactly the PSP and the Nintendo DS are going to turn out is anyone's guess but Nintendo has already admitted that work is well under way on a next-generation Game Boy. Considering the DS is equivalent to the N64 in terms of 3D power, presumably the new Game Boy will be at least as good as the GameCube, which alone seems almost too arousing a thought to contemplate – especially as some insiders are predicting it could appear just a year after the Revolution in 2006.





# "THE TWO SHUNTING MOVES IN GX WORKED VERY ODDLY"

## F-Zero

**Existing Titles:** F-Zero (SNES), F-Zero X (N64), F-Zero: Maximum Velocity (GBA), F-Zero GX (GC), F-Zero: GP Legend (GBA)

**F-ZERO IS ONE** of the great unsung heroes of the video gaming world. *F-Zero X* and *GX*, in particular, were absolutely stunning and, even in these post-*Wipeout* times, virtually unique. Apart from the whole world being stupid the only obvious reason that *GX* didn't become one of the biggest hits of 2003 was the often preposterous difficulty level and the crap design on all the cars. This last point is a legacy from *F-Zero X* more than the original, when car detail had to be kept down to ensure a decent lick of speed, but it's definitely one instance where

Nintendo shouldn't be pandering to the past.

Since the gameplay in *F-Zero* is essentially perfect, and the whole 'make the graphics better' thing goes without saying, improving on future iterations is basically a case of small refinements. The only area of the game that doesn't quite work as well as it could is inter-vehicle combat. The two shunting moves in *GX* looked and worked extremely oddly and it became fairly clear that it would just be better to leave them out and have you just trying to knock other cars into barriers and what not. If Nintendo (or whoever ends up making it) really does want to carry on along this route then an obvious idea is to add weaponry.

No one wants it to turn into *Mario Kart: The Next Generation*, but a bit of imagination in the armoury department could certainly add to the game. If we were talking *Ben Hur* style wheel blades and battering rams, rather than inherently unfair missiles, it could all work rather famously, especially if you were upgrading your weapons along with the rest of your car – rather than picking them up from the track. It would also be the ideal excuse to reinstate the Death Race mode from *F-Zero X*, which was missed in *GX*.

## Metroid

**Existing Titles:** Metroid (NES), Metroid II (GB), Super Metroid (SNES), Metroid Fusion (GBA), Metroid Prime (GC), Metroid: Zero Mission (GBA)

**AFTER THE GLORY** of *Super Metroid*, Nintendo seemed happy to mothball the series. This was in part due to its relative unpopularity in Japan (and the fall from grace of creator Gunpei Yokoi) but it was also because the narrow environments so integral to the 2D gameplay just didn't work in full 3D. The first person *Metroid Prime* side-stepped this issue completely and although it is arguably the best game on the GameCube it is still missing some of the key components that made the original games the classics they are.

But is there any way to reintegrate wall jumps and the screw attack into the game? Techniques which could only be added with a third-person view. It seems unlikely Nintendo would want to

## CONNECTED?

### NOT QUITE

You'll notice that we haven't really mentioned online yet and we hope you can guess why. Many (but not all) of these franchises could be improved by some sort of online mode but at this stage it's just pointless to whine about Nintendo's truculence in this matter, especially as the incredibly small number of online users on the Xbox and PS2 makes it clearer and clearer that Nintendo has been right all along and the whole concept just isn't either popular or profitable enough to be worrying about just yet. If pushed though we'd guess that the Revolution probably won't have online support as standard, but that, perhaps in practice for the generation after, Nintendo might make a few high-profile experiments. Whether this will be for the likes of *Pokémon* or *Animal Crossing* we certainly couldn't say, but as time goes on and more people get broadband the more likely it becomes that Nintendo will take the plunge into cyberspace.

### NEXT-GEN WISH LIST:

- REDESIGN THE VEHICLES: THE BLUE FALCON SUCKS.
- DO SOMETHING ABOUT THE DIFFICULTY CURVE OR ADD AN EASY MODE OR SOMETHING.
- RETHINK THE COMBAT.
- BRING BACK THE DEATH RACE MODE.





allow both first and third person views in the same game, so if the current *Metroid Prime* style is kept we'd probably only see these moves implemented using the morph ball.

Of course Nintendo could decide to give up on the first person view and make the next generation *Metroid* third-person all the way, but that leads us right back to the original problem of getting a camera to work in an enclosed space – which is unlikely ever to be solved no matter how powerful the hardware. What seems more likely is that Nintendo will continue with the first person theme and perhaps even begin to incorporate other gameplay elements from franchises like *Half-Life* and *Halo*.

Real-world physics, useable vehicles, realistic object materials (wood, metal, cloth), computer and player controlled allies – any and all of these next-gen FPS features would look great in a new *Metroid*. Although, we can't help but

think that one of the greatest influences could be Rare's own *Perfect Dark*, not so much in terms of the stealth aspects but all the little gadget like the flying camera, x-ray gun and cloaking device. Nintendo hasn't got many outlets for sci-fi hardware in their games so we'd really like *Metroid* to go nuts with a full-on mix of everything from *Robocop* to *Aliens*.

## NEXT-GEN WISH LIST:

- WALL JUMPS AND THE SCREW ATTACK AND THERE MUST BE SOME WAY TO MAKE IT WORK.
- BETTER AI FOR THE BAD GUYS AND THE ABILITY FOR THEM TO FOLLOW FROM ROOM TO ROOM.
- MORE VARIETY IN WEAPONRY, MAYBE PICK UP THE BADDIES' GUNS AS WELL?
- USEABLE VEHICLES AND AIRCRAFT AND A GO IN SAMUS' SPACESHIP WOULD BE NICE.

## Pokémon

**Existing Titles:** Pokémon Red/Blue (GB), Pokémon Stadium (N64), Pokémon Gold/Silver (GBC), Pokémon Stadium 2 (N64), Pokémon Ruby/Sapphire (GBA), Pokémon Colosseum (GC)

**NINTENDO IS IN** great danger of ruining the *Pokémon* brand. After years of skilfully handling a legion of spin-offs and related merchandise it finally seems to have succumbed to sequelitis and are now banging out new titles in the core series at a worrying rate of knots. *Ruby*

## "COLOSSEUM WAS A MASSIVE DISAPPOINTMENT"

and *Sapphire* featured far less in the way of new ideas than *Gold* and *Silver* and *FireRed* and *LeafGreen* have always seemed entirely unnecessary considering that a) the old *Red* and *Blue* titles work

perfectly well on the GBA and b) it's not as if the graphics were ever particularly good in *Ruby* and *Sapphire* that anyone would care too much about seeing them used on the original games.

*Pokémon Colosseum* was also a massive disappointment, featuring only half of the functionality of *Pokémon Stadium 2*, barely improved graphics and a very half-hearted RPG mode. There are two things *Pokémon* fans have been dying to see ever since the GBA and GameCube came into being and Nintendo's refusal to provide them is baffling. On the one hand a proper upgrade of the original Game Boy games, with state of the art graphics is long overdue. *Pokémon Crystal* featured animated graphics for the battles and yet *Ruby* and *Sapphire* didn't. Instead we got an absolute minimum effort that would have looked sub-par on the SNES back in the 1995. What we want is a proper next-generation portable *Pokémon* game with amazing, animated cartoon graphics and

proper sound (why don't the *Pokémon* talk like in the cartoon?).

Secondly, we want a proper home console version of the RPG. Not a new version of *Pokémon Stadium*, but a proper full-on, free-roaming RPG in which you get to do and see whatever you like. It's an absolute travesty that an 8-bit Game Boy game offers more freedom and complexity of gameplay than a top tier GameCube game and *Pokémon Colosseum's* RPG mode just doesn't fill the void. On top of that, after banging on about connectivity for so long it's impossible to imagine why it took so long for Nintendo to come up with a game that linked the GBA version to the GameCube, and for it to end up as such a minimal effort is tragic.

## NEXT-GEN WISH LIST:

- ALL-NEW PORTABLE VERSION WITH ANIMATED GRAPHICS AND PROPER POKÉMON SOUNDS.
- INDIVIDUAL POKÉMON MARKINGS AND FUR COLOURING, TO MAKE EVERY ONE LOOK UNIQUE.
- INTERBREEDING AND C'MON, IF WE CAN BREED NEW POKÉMON WHY NOT WHOLE NEW SPECIES?
- FULL-SCALE REVOLUTION BASED HOME VERSION WITH TOP GRAPHICS AND ALL THE GAMEPLAY.



## BOGEY AT NINE O'CLOCK!

Talk about a diverse selection, we've got ancient knights, tactical military operations, WWII and the chance to make your own movies. Something for all the family, yes, even you, Grandad!



# ON THE RADAR

➔ *Nuggets of Ninformation on games that are mere blips on our sonarscope*

⬇ Keep an eye on your studio backlot.



⬅ Love stories, rom-coms, chick flicks – you can make them all and then have a nice wee cry.



⬇ "Now you two – start taking each others clothes off, but make it seem real. Really real... realer!"



## THE MOVIES

Lets roll the end credits

**WHAT COULD BE** better than this? Forget ordering little Sims to go to the toilet and make the breakfast – Lionhead's game asks you to create a film, and coming from the people responsible for *Theme Park* and *Theme Hospital*, you know it's going to be good. You've got actors and their not unsubstantial egos to take care of (we expect this to be the main focus of the game, with you having to dump the luvvies into rehab, gyms, AA meetings, sex education classes, and even send them off to the local plastic surgeon when they're starting to look past their best), the funding to deal with, and then the actual films themselves. On the PC these can be uploaded to the

internet and entered into competitions where you can then win virtual money. Sadly a feature that will be missing from the GC version, as will the ability to download new bits and bobs like sets and props. Shame that.

Slider bars will be the main means of communication, R&D will be essential for all the latest special effects, and you'll need to push the boundaries of what's acceptable if you want to move the art form on. It's going to be fiddly, intense, involving and knowing Lionhead, extremely amusing. Unfortunately, there's no word on a release date yet though.

⬇ You'll have to scout various locations to find the right setting for your movie.





# KING ARTHUR

Sword of  
omens  
give me  
sight  
beyond  
sight

**BASED ON THE** upcoming summer film, (which is apparently a bit crap. Well it's Jerry Bruckheimer innit? He hasn't made any good films, ever. Don't give us that "But *Pirates Of The Caribbean* was good," no it wasn't (Yes it was – Ed) and neither was *The Rock*, or *Con Air*, or *Armageddon* and neither was *Bad Boys*. AND ESPECIALLY *BAD BOYS II*!) this looks to be yet another licensed hack 'n' slash adventure with lots of dashing heroes

piling through hordes of enemies on horseback. Think of it as a bit like the recent *Lord Of The Rings* games, but with different graphics.

Expect a co-op mode to be included and the usual slick presentation that we've come to expect from Konami. Check out page 15 in the last issue for a lovely little interview with the lead designer. See, we're always one step ahead of the game.

CUBE



⬆ Look at all that lovely mud! Lots and lots of brown – it's our favourite colour.



⬆ Oh-oh – they've got shields you'll have to hack and slash through them first.



Homon-  
what?  
Oh id...

# ALIEN HOMONID



⬆ And again the arguments are going to start – cel-shading is rubbish, no it's not, repeat to fade.

⬆ Look at the little fellers go! All big-gobbed and yellow. How wacky, how zany, crazy even.

**BASED ON THE** much-downloaded internet game, *Alien Homonid* is a side-scrolling shoot-'em-up featuring lush 2D graphics and intense action sequences. It's all about classic old-skool gameplay, so really we're talking about a *Viewtiful Joe* style game with less emphasis on platforming and more emphasis on blasting and devouring human skulls. The lead character crash lands right outside FBI headquarters (damn, that's one unlucky son of an alien queen) and spends the rest of his time trying to get back to his ship, which has been confiscated by the government. It all seems quite cool to us, and if publisher 0-3 can get it out for £25 or less it could shift large quantities.

CUBE



# GHOST RECON II

Things  
that go  
BOOM  
in the  
night

**THE FIRST GAME** wasn't exactly the greatest port around, but we'll ignore that for now. Following the success of *Rainbow Six*, *Ghost Recon II* has done away with having three teams of six, and instead it's just you and three buddies taking on the terrorists. Apparently this is so you never miss out on a skirmish.

All the usual improvements are being boasted about – new explosions, guns, textures, levels, AI and actual

characteristics for your team members, and giving commands looks suspiciously *Rainbow Six*-esque in appearance.

*Ghost Recon* always felt a little more dynamic than *Rainbow Six* with its open areas and number of players, so let's hope the two have managed to remain as entirely separate experiences. Otherwise that evil Clancy man will write more books with a crossover/team-up schtick. And that's just wrong.

CUBE



⤴ Sod the Special Forces – just let the Air Force blow things up.



⤴ "I'm-a gonna kill me some tee-air-ass-sists." The war on terror. Who's scarier them or us?



Game  
Over

# DEAD RUSH



⤴ No *Dead Rush* for the GameCube. Don't worry we're making a list of which companies have wronged us.

⤴ Do you think he kinda looks like Tim? On a good day. In a post apocalyptic future?

**WE COVERED THIS** a little in Issue 34, but we've learned a tiny bit more that's worth telling you. As well as buying new kit for your zombie-killing death car, you can also steal parts from other cars – a spare door, for example. Another thing we've heard about is the Shamblers – these demonic creatures from hell roam the streets of the deserted city with an insatiable hunger for flesh. They'll go after both zombie and human, and are super-fast. The last point, which is also the most interesting is the human side. Around the city will be human survivors, and you'll be able to form a community with them which needs to be protected at all costs. It's a bit like *Dawn Of The Dead* meets *GTA*, which can only be a Good Thing.

**(SPOILERS!)** We've just heard that the *Dead Rush* project has been put on 'indefinite hold' by Activision which is a real shame as the E3 version looked really promising.

CUBE





# FUTURE TACTICS: THE UPRISING

Tic-tacs for dummies

**ANYONE REMEMBER A** game called *Pillage*? It may ring a bell with some of you, and that's because we covered it ages ago. Back then developer Zed Two was having a few problems with would-be publishers, but now there's a publisher on board and the game has had a name change.

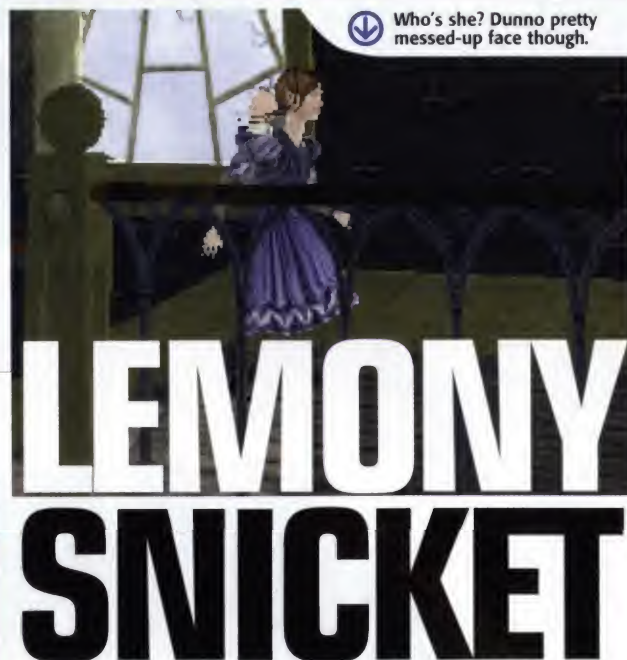
*Future Tactics* is a mix of alien action and strategy RPG elements. Take *Worms* and add a storyline and a whole lot more freedom, and you're pretty much there. When we played this back at E3 2002 (you'd better believe it) it was showing much promise, so we're looking forward to getting our hands on the preview code in a few short weeks. Stay tuned for the next installment...

CUBE



⬆ Well duh! It's what we do every minute of every day of every year. Hard? Too blimmin' right, eh mum?

⬅ "Thank you for joining North Country Bank. With your first deposit you get this lovely gun. Not to be used on humans."



Tastes like bubblegum

**BASED ON THE** book and the imminent Jim Carrey flick, *Lemony Snicket* sees you controlling three talented orphans as part of an invention-inspired adventure. Yeah, right.

The orphans are trying to get away from their uncle, the evil Count Olaf, who is desperate to get his hands on their family fortune. They can overcome his attempts by exploring the levels and collecting items with which they'll hopefully be able to make a series of cunning inventions.

We could pretend to be remotely interested... but we're not. Maybe it'll turn out to be great. Ha, but at least you know it's out there. That's just us 'informing' again.

CUBE



⬆ They snicket here, they snicket there, they snicket flipping everywhere... so there. Yeah.

⬇ Jump from the left side of the screen to the right – gameplay innovations aplenty.





## CUBE

### INFORMATION

MADDEN NFL 2005

PUBLISHER: EA

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: SPORTS

PLAYERS: 1-4

PERCENTAGE COMPLETE



OCT '04



TBA



OCT '04

### A BIT OF PREVIOUS

TIGER WOODS  
2004  
GAMECUBE

FIFA FOOTBALL  
2004  
GAMECUBE

DEF JAM  
VENETTA  
GAMECUBE



### THE COMPANY LINE

"THE DEEPEST,  
MOST COMPLETE  
AND AUTHENTIC  
SPORTS  
VIDEOGAME EVER"

EA PRESS RELEASE

CUBE BACKATCHA

Too... many... stats... can't... breathe!

## Pig-skin frenzy



Oooh, oooh hot potato, hot potato!

**FIRST REACTION**  
The Madden series is so far ahead of any other - it really is mind-blowing what the game has become.

# MADDEN NFL 2005



## EA hits the nail on the head

**THERE ARE VERY** few genres that you can honestly say are completely dominated by one title. In fact, there is only one, and that's American football. There was a time when Acclaim touched upon class with the *Quarterback Club* series, but it managed to stuff that up after a few sequels and *Madden* went tearing past. We're now at the stage where no other publisher dares compete.

There's really no point because *Madden* has now become a near perfect interpretation of the sport.

In the US the yearly update sells obscene amounts, so it seems only right that an appropriate amount of development time goes into each version, and believe us it does. Whereas EA's other sports titles might not always have as many improvements as we'd like year-on-year, *Madden* always impresses. This year's attempt is especially notable because it represents the series' 15th birthday, and to celebrate there will be a limited edition version featuring interviews, the original *Madden* game, and a whole host of other features.

The most innovative of the new gameplay additions this year is the Hit Stick. Using the  $\ominus$ -stick you can deliver big hits. If you time them just right you can get some really impressive takedowns, and there are over 100 new animations in place to deal with this. Not only does this make your defence more dynamic but it also gives you the ability to actually cause the key fumble.

Also of particular note is the new Create-a-Fan mode. Here you can choose

what your fans look like and what banners they are holding. It's a small thing, but all these little additions add up over the years.

American football will never be anywhere near as big over here as it is in the US, but this title alone proves EA's ability to dominate any genre it chooses.

CUBE



He's got the ball! Sack him, sack him now!

## CUBE EXPECTATIONS

FOOTBALL PERFECTION



- ⊕ Tons of new additions
- ⊖ It's American football

Whether or not you like American football, this game commands respect. The CUBE team aren't huge fans of the sport but we're tempted to make ourselves like it because this really is an incredibly deep and impressive package.



CUBE

INFORMATION

NHL 2005

PUBLISHER: EA

DEVELOPER: EA CANADA

ORIGIN: US

GENRE: SPORTS

PLAYERS: 1-4

PERCENTAGE COMPLETE

0% 25% 50% 75% 100%



Q4 2004



TBA



AUG '04

A BIT OF PREVIOUS

CATWOMAN  
GAMECUBE

TIGER WOODS 04  
GAMECUBE



## Rinky-dink



**FIRST REACTION**  
Ahhh... more steel!  
But we want more Wayne  
Gretzky — he's the best.



It's like some sort of North American standoff.



# NHL 2005

## Avoiding cracks in the ice

**ALTHOUGH NOT NEARLY** as lucrative in the UK as something like *FIFA*, have no doubts that over the Atlantic the *NHL* franchise is a powerful force. Now the new game is nearly here, and as well as the usual stat updates that only 1% of its European audience are going to notice, *NHL* aims to make the gameplay faster, smoother and more in-depth than before. This is going to be achieved by using player's different personalities for more than a surface note — if somebody isn't very good then you'll see your team's performance suffer, and younger, more ferocious players will take bigger risks than their wiser team mates. Coupled with the improved AI which really does feel as if it adapts to how you play (the computer will mark your oft-used players and prepare to seize the puck), this looks to be the most realistic

hockey game since, well, last year. However, the biggest change is the function that lets you control two people at once. It sounds tricky, but all it involves is flicking your perspective to somebody else, setting their position up then calling for the puck. It's simply executed and adds a lot to the game.

Aside from these gameplay improvements there will be an all-new Free-4-all mode. You've got one goal, one goalie, up to four human players and a further two computer-controlled players battling it out for goals. There are no penalties, no fighting and almost no rules. This is going to be multiplayer madness and, we suspect, the most played mode after a night in t'pub.

*NHL 05* isn't setting out to convert people to the cause, just to be the best hockey game out there.

CUBE



Another padded American sport. Oh well, at least there's fighting.

## THE COMPANY LINE

"NHL 2005 CHALLENGES GAMERS OF ALL SKILL LEVELS TO LACE UP THEIR SKATES AND CREATE OPEN ICE"

EA PRESS RELEASE

CUBE BACKATCHA

Learn to tie your shoes? Ha, we've got that mastered!

## CUBE EXPECTATIONS

ICY COOL



Control two players at once  
If you don't like hockey then...

As hockey games go, this looks to have everything you could ask for. There is a danger that with the realistic angle, it could get too technical, but knowing EA it'll have options for the novice as well as those who just want to get the puck out.



## CUBE

### INFORMATION

#### TIGER WOODS PGA TOUR 2005

PUBLISHER: EA

DEVELOPER: EA

ORIGIN: US

GENRE: SPORTS

PLAYERS: 1-4

#### PERCENTAGE COMPLETE



24TH SEP '04



TBA



20TH SEP '04

#### A BIT OF PREVIOUS

MADDEN NFL  
2004

GAMECUBE

FIFA 2004

GAMECUBE

NHL 2004

GAMECUBE



## Eye of the Tiger



"FACE THE LEGENDS THEMSELVES INCLUDING PALMER, NICKLAUS, PLAYER AND BALLASTEROS"

**FIRST REACTION**  
Tremendous, Lirreaisible, G-  
olfing goodness, E-entertaining,  
R-replayable. - Tiger Woods!

# TIGER WOODS

What time is it? It's tee-time!

**AHHHH, THE ANNUAL** *Tiger Woods* release is finally upon us. Phew! We'd be lost without it. How would we know a year had passed otherwise? Get a calendar, you say? Oh, that's a good idea actually.

Despite not having won a major title since 2002, *Tiger Woods* is still the biggest name in golf and his self-titled games continue to grow more popular with each instalment. But after six years at the top of its game, has EA finally exhausted the *Tiger Woods* franchise? Not if *PGA Tour 2005* makes good on all its promises.

The first major change for 2005 is the new Legend Pursuit mode, which forms the backbone of the game. This mode

follows your career from a nobody-novice to world-renowned legend. In order to progress though the mode you need to win the best-of-nine holes in a number of rounds. This won't be easy, however, as the higher up you go the tougher your opponents become – you'll even have to face the legends themselves including Palmer, Nicklaus, Player, Hogan and Ballasteros, all accurately recreated right down to their individual swing styles.

As well as the five new licensed players, a further fifteen PGA Tour players are available including Tiger Woods, John Daly and Charles Howell, plus fourteen all-new fantasy characters to test your skills against. By playing through the Legend Pursuit mode you unlock more of these unique characters, although you're not restricted to play as the pre-set players as you can create

### THE COMPANY LINE

"TIGER WOODS PGA TOUR 2005 CHALLENGES GAMERS TO TAKE ON THE MAN WHO HAS CHANGED GOLF FOREVER – TIGER WOODS"

EA PRESS RELEASE

CUBE BACKATCHA

Even though he's been a bit crap for the last couple of years.





Putt, putt, putt – how do they get the green so smooth?



See – the grass is so soft go can catch 40 winks on it.

## LANDSCAPE GARDENING

THE PROOF IS IN THE PUDDING

*Tiger Woods PGA Tour 2005* has an all-new mode called Tiger Proofing that allows you to customise any of the courses, build your dream 18 and challenge Tiger on your own terms! You can alter a whole host of elements such as the tee-box length, width, patterns on fairways and greens and the depth of bunkers. Other tweakable elements include the ability to choose the season, the strength of the wind and density of cloud cover, course moisture and even course logos. The choices are endless, just as long as you have the money to pay for all the alterations. It's important to invest plenty of money into your course as the tougher it is, the more PGA Tour pros and legends you'll attract.



"I can't see the hole from here!"  
The camera is fully customisable.

# PGA TOUR 2005

your own character in the scarily detailed Gameface II.

The improved Gameface mode has a wide range of new features that will allow you to create any player from the age of eight to eighty with a promised 90%+ likeness. Well that's what EA say, and after fiddling about with it, we're not gonna disagree. Key features include Multipass Texturing, Proportional Scaling plus all the multitude of slider bars such as brow depth and nostril shape to generate your ideal player. You can even create your player's swing in the Create-a-Swing mode (how aptly named).

The Pro Shop has also received a makeover, with over 1,000 new items for purchase, with Dunlop and Oakley added to the roster of manufacturers already in the game. However, you'll only be able to buy these goodies if you earn some money. To do this you need to play

matches in one of the many modes available including Battle Golf, Legend Pursuit, Skill Zone (which now includes three new skill zones) and Traditional Games (Stroke, Match, Skins, Stableford, Best Ball, Fourball and Alternate Shot). These games can be played individually or with up to three other players. All the money you win can be invested in upgrading your player's stats, buying better threads or creating your dream course in the Tiger-Proofing mode (see Landscape Gardening).

In the meantime, EA has added 11 new courses to test your skills including Coeur d'Alene, Colonial Country Club, Sherwood Country Club, Fancourt Golf Club Estate and Troon North – Monument Course. Many of the old favourites have also returned, such as Pebble Beach, St Andrews and TPC at Sawgrass as well as three fantasy designs including Greek

Isles, Paradise Cove and Emerald Dragon.

Ok EA, we believe you. *Tiger Woods 2005* is going to be something special. Wonder how much GAME will give for old copies of 2004!

CUBE

## CUBE EXPECTATIONS

TIGER'S BACK ON TOP OF HIS GAME



- New Tiger-Proofing mode
- Eight new courses
- How many golf games do we really need...?
- ...no seriously?

More than just an update, there is an absolute wealth of new features in here. The all-new Legend Pursuit should be a real boost, whilst the Tiger-Proofing mode will keep you hooked for hours designing the perfect course. Unless you're Tim of course, who just hates golf. Something to do with a nasty incident involving plaid trousers...



## CUBE

### INFORMATION

SPYRO: A HERO'S TAIL

PUBLISHER: VIVENDI

DEVELOPER: EUROCOM

ORIGIN: UK

GENRE: PLATFORM

PLAYERS: 1

PERCENTAGE COMPLETE



NOV '04



TBA



TBA

### A BIT OF PREVIOUS

SPHINX AND THE CURSED MUMMY  
GAMECUBE

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS  
GAMECUBE



### THE COMPANY LINE

"A HERO'S TAIL IS THE GREATEST SPYRO ADVENTURE EVER!"

VIVENDI UNIVERSAL GAMES  
PRESS RELEASE

CUBE BACKATCHA

Greatest, but not necessarily great, eh.

## The colour purple



Look, look, blimey!  
It's an ice level!

**FIRST REACTION**  
Well, it's Spyro... still, the morphing environments are neat and it does look better than Enter The Dragonfly.

# SPYRO: A HERO'S TAIL

I need a hero! I'm holding out for a hero 'til the morning light

**SPYRO'S LIKE MARMITE** – you either love him or hate him. But it seems that love is in the air as the purple dragon just keeps on puffing.

Spyro has sold well over 13 million units worldwide, so you'd think it's about time the poor chap got a rest. However, it's all work and no play for Spyro who now has to save the Dragon Realm from the evil Red Dragon (isn't that a restaurant?). The rouge one has littered the world with Dark Gems that have sucked out all the light and now it's up to Spyro to destroy the jewels and illuminate his homeland once more.

Eurocom also promises that *Hero's Tail's* 20 levels will be bigger and better than ever before, with an improved frame-rate and no loading times. On top of all this, Spyro has been given a new Water Breath attack, three new abilities (Wall Kick, Tail Swing and Ledge Grab) plus a whole host of power-ups including Horn Dive, Brimstone Bombs and Ice Shards, and he's going to need all the help he can get, as *Hero's Tail* boasts a wide range of enemies from the underwater mermen to pygmy cannibals. Actually,

the cannibals won't be much of a threat except to each other... ahem. If Spyro gets in over his head, he can always call one of his four friends for help, Hunter the Cheetah, Sgt Byrd, Blinky the Mole and Spark the Dragonfly, who gets his own minigames. Whoop. Spyro will be flying onto your GC later this year.

CUBE



A dragon in an aeroplane?

## CUBE EXPECTATIONS

SPYRO: A HERO'S TAIL



Real-time morphing environments  
Spyro

**A Hero's Tail** is focusing more on classic platform fun and less of the collecting tomfoolery found in *Enter The Dragonfly* so it might make for a slightly different but more fun Spyro. The again it is just another *Spyro* game.







## CUBE

### INFORMATION

**TIMESPLITTERS: FUTURE PERFECT**

**PUBLISHER:** EA

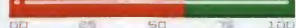
**DEVELOPER:** FREE RADICAL DESIGN

**ORIGIN:** US

**GENRE:** SHOOT-'EM-UP

**PLAYERS:** 1-4

**PERCENTAGE COMPLETE**



Q1 '05



TBA



Q1 '05

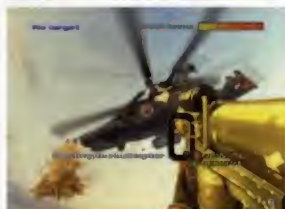
### PREVIOUS

FROM THE MAKERS OF

**007: EVERYTHING OR NOTHING**

■ With stealth bits and gadgets galore, this is the best Bond game on the GC.

**TOTALGAMES.NET RATING: 82**



# TIMESPLITTERS

The future's bright... the future's perfect

**IT'S A FUNNY** old world. Some of you may already know of Free Radical's history. The company was started by ex-*GoldenEye* and *Perfect Dark* team members, so it was a bit awe-inspiring to arrive at EA's Hot Summer Nights

event in San Francisco and see the very people who worked on *GoldenEye* presenting *TimeSplitters Future Perfect*. Odd at the same time though, as EA's in-house developed *GoldenEye 2* blared in the background. It doesn't really make

sense that *GoldenEye 2* would be developed by anyone other than Free Radical, but that's a topic for another day. We're here to tell you about the next game in the *TimeSplitters* franchise, and what a game it's shaping up to be...



**"TED, GOOD THINKING DUDE. AFTER THE REPORT WE'LL TIME TRAVEL BACK TO TWO DAYS AGO, STEAL YOUR DAD'S KEYS, AND LEAVE THEM HERE"**



## BREATHE DEEPER

A BIT OF A WORKOUT

■ The action is far more intense than it was before. On this level in particular there are missiles flying left, right and centre, explosions everywhere, heavy artillery... oh, and you're on a train. Just like *Under Siege 2*. But good.



## DESTRUCTION

TIME TO BREAK STUFF

■ There's a lot more interaction with your environment than ever before. Now you can set things on fire, take control of vehicles, switch on automated gun turrets, throw enemies and much more.



## THEY'RE EVERYWHERE

BANDITS AT 10 O'CLOCK!

■ As you'd expect, the weapons have been redesigned and remodelled, but there are also a few surprises in there such as the Gravity Watch which gives you the power of telekinesis! Better living through technology.

# FUTURE PERFECT

The one aspect that made *TimeSplitters* work (and indeed it's the same quality that made *GoldenEye* work) was its simplicity. Things move on though, and in response to criticism aimed at *TimeSplitters 2*'s

rather lightweight single-player mode, the team has concentrated on adding more depth and indeed more complexity to the game. It's something we were initially worried about, but we should have known better than to

doubt Steve Ellis and co.

Once again the game pits you against the *TimeSplitters*, only this time you're trying to trace the origin of the evildoers so you can stop them once and for all. Your search will take you



Now that's just pure laziness right there...



## I BELIEVE I CAN FLY

### DOESN'T THIS SEEM FAMILIAR?

It seems as though telekinesis is all the rage at the moment. *Second Sight* bases its entire gameplay around it, it's used in *GoldenEye 2* as a secondary weapon, and games such as *PSi Ops* feature it heavily. Naturally then *Future Perfect* uses it as well. Cortez has a little device called the Gravity Watch, which enables him to levitate objects. This has many uses. You can get hold of items that are out of your reach (a piece of armour on a lofty platform), you can flick switches from a distance (close a door on an enemy without being in the line of fire), or you can grab hold of enemies/vehicle and cast them aside like dolls. *Second Sight's* entire physics engine is based around the act of throwing things into each other and having them react realistically, and it seems as though the *Future Perfect* guys have used their sister team's expertise to their advantage. There's nothing wrong with that of course... it just means that *Future Perfect's* version is tried, tested, and very good indeed.

A tasty bit of armour gives in to the Gravity Watch.



## CONTINUED

through five centuries of events going all the way back to 1914, which is the level we got to spend most time with. One brand new feature for the game is the 'Meet Yourself' gameplay. If you get stuck somewhere, you can always decide to go back in time and help yourself out. No-one understands this concept better than the mighty Bill and Ted, so we'll let them explain:

Ted: Our historical figures are all locked up and my dad won't let them out.

Bill: Can we get your dad's keys?

Ted: Could steal them but he lost them two days ago.

Bill: If only we could go back in time to when he had them and steal them then.

Ted: Well, why can't we?

Bill: Cause we don't got time.

Ted: We could do it after the report.

Bill: Ted, good thinking dude. After the report we'll time travel back to two days ago, steal your dad's keys, and leave them here.

Ted: Where?





Bill: I don't know. How about behind that sign? That way when we get here now, they'll be waiting for us (bends down and picks up the keys). See?

Ted: Whoa!

And so you see, you can do anything when you can time travel. In one particular section the main character Cortez comes up against a locked doorway. With no weapons and no way of getting through, his only option is to go back in time after the event, find the key, then wait for the alternative dimension

Cortez to appear and give him the key. Simple, see? This method can also be used to help yourself out in battle and to fix mistakes that you might have made. The biggest mistake is of course the introduction of the TimeSplitters, and sorting them out is your main objective throughout the game.

As always with our In-Depths we try to give you a mini-walkthrough of the sections we've played, and here's one for the 1914 level which will help you better understand how the game works.

Your objective is to gain access to the fortress at the top of the island and signal the gunships that are firing on the enemy, but it's a little bit more complicated than just walking up a grassy knoll. Being set in the early 20th Century, your supporting character is the very posh Captain Ash. What-what, tally-ho, and all that. As soon as you start moving around you feel at home. Any *TimeSplitters* fan will be familiar with the ultra-smooth dual analogue control system that worked so well for the other games. Praise to the team and the GameCube's analogue sticks! Duck, reload and melée moves (hitting with the butt of the gun and such like) all come courtesy of the face buttons. The  trigger shoots, the  button fires the secondary weapon and the  trigger brings up your sights. With zoom-equipped (ie with the sniper rifle)  brings up your zoom sights at which point you can zoom in and out with the D-pad.



How can you take a bloke wearing Marigolds and Fisher Price goggles seriously?



**"NO SOONER HAVE YOU DUCKED BEHIND THE BUILDING THAN A BIPLANE SCREAMS OVER YOUR HEAD AND BLOWS IT TO SMITHEREENS"**



Everything seems fine at first. The odd enemy pops his head up to take a pot shot, but you know that the battle is going to get more intense as you can hear distant gunfire. The enemies are cleverer than before, hiding, ducking and diving to try and fool you. The captain shouts out advice and screams at the enemy every now and then. Then, just when you've got accustomed to the level of action it all kicks off. Distant snipers force you to take cover behind an old building, but no sooner do you duck behind it than a biplane screams over your head and blows the building to smithereens. The whole screen shakes as you run for cover. Up ahead you find an abandoned (well, it will be abandoned if you've taken out the sentry) gun turret which you can commandeer and use to take down the swarm of biplanes that has gathered in the area. After a little more ducking and diving you come across a truck with a mounted sub-machine gun. The brigadier jumps into the driving seat and you can choose to man the gun turret or cower in the background. Really though, you're much better off with the machine gun in your hands, otherwise the biplanes will completely pound you. At the top of the hill you come across your first puzzle element: a gap in the road that can only be crossed by using the bridge. The catch? The drawbridge is up and snipers are protecting the switches from the other side. At this early stage of the game such puzzles aren't too difficult to solve.

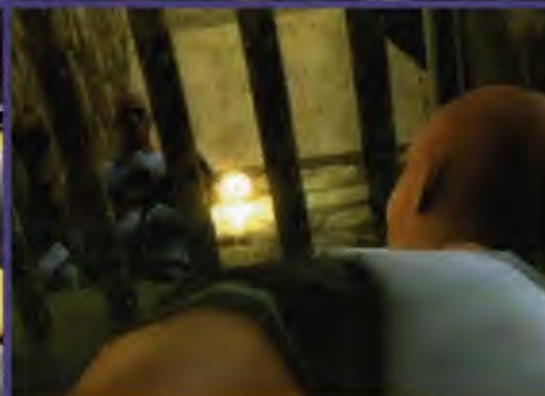
## NICE SHADES MISTER

**I SEE DEAD PEOPLE...**

We've already talked about the whole time paradox thing, but what we didn't mention was that you can't actually see alternative versions of yourself when you/they appear in your timezones. So how exactly can you help a mate, or visa versa,

when you can't see them? Simple really: did you ever wonder what those weird glasses Cortez wears were for? They are in fact Ghost Goggles. They pick up space-time disruptions and enable you to see yourself. This paradox stuff is too much.

⬇ You can almost see the brain trying to figure the paradoxes.



⬆ The Ghost Goggles provide the only way of seeing alternative yous.



⌚ A pistol is unlikely to make a dent in a 90mm cannon, but some well placed dynamite is a different story.

➡ Our man may be tough as nails, but he still needs his mum to tie his shoelaces... awww, bless him.







## ALL THE TIME IN THE WORLD

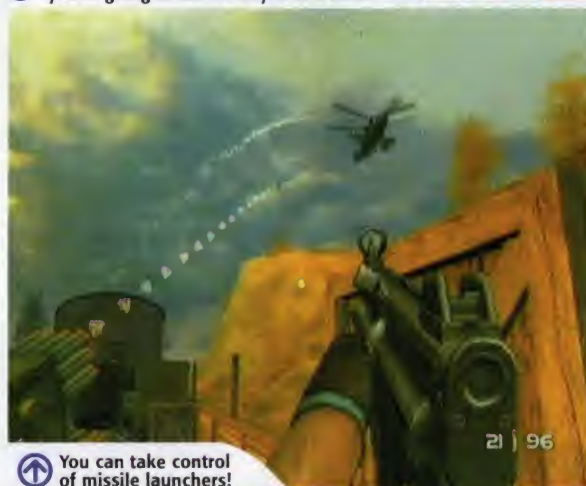
### BUT WHAT YOU GONNA DO?

As with the previous game there's a Story mode, Arcade mode, MapMaker mode and Multiplayer mode, but every aspect of these has been made bigger and better. Throughout these modes you can find hundreds of collectible items which allow you to open up new costumes, new characters, new weapons, new maps, new map components and new mini-games. The costumes and weapons can be used in any of the different modes, and customised characters can be loaded straight into any game.

Another noteworthy element is the existence of a Co-op mode. Different characters cameo in different time periods and normally the computer controls them, whether it be to hit a switch, to cover you while you run in or to drive a truck. However, get a pal on board and they can take on the role themselves. More games need to explore the possibilities of co-op like this.



⤴ Don't you get it? This is a videogame – you're going to die so why even bother?



⤴ You can take control of missile launchers!



### CONTINUED

There are two options:

1. Use the sniper rifle to cap the snipers and flip the switch. That's the simple solution and the one that most people will opt for. Really though, this is the boring way.

2. Use your Gravity Watch (more on that elsewhere) to throw the sniper out of the way and then flip the switch. "What's that!?" you cry. Look over to the left and you can read all about it.

Eventually you come to the wooden fortress gates which are locked. Thankfully you have some dynamite in your pocket to blow them apart. Once inside, the enemy troops swarm all over you. A few well-placed shots will





**"FREE RADICAL IS CURRENTLY CLAIMING OVER 100 HOURS OF GAMEPLAY, AND WE CAN SEE WHY"**



⚠️ Oops, sorry – didn't mean to cause you an agonising death.



⬅️ Ahh, multiplayer *TimeSplitters* – many a happy lunchtime was spent on it.

⬆️ If it isn't stupid goggles it's Michael Jackson face masks. Whatever next?

## WHO'S WHO?

### SO HOW DOES IT WORK AGAIN?

It's quite rare to have a developer releasing two titles through different publishers around the same time, and we've had quite a few confused letters on the subject, so let's clear this up once and for all:

Free Radical Design is an independent developer based near Derby, UK. It was responsible for *TimeSplitters* (PS2) and *TimeSplitters 2* (multiformat), both of which were published by Eidos. Free Radical was tied to Eidos for these two games, but when it came to the next title the team decided to look elsewhere. EA stepped in and is now publishing *Future Perfect* in early 2005. *Future Perfect* is being developed by one of two teams at Free Radical, and the *Future Perfect* team is headed up by Steve Ellis. The other team, headed up by David Doak, have just finished working on *Second Sight* (read the review on page 70), an original multiformat title which is being published by Codemasters (probably the only GC title Codemasters will ever release). Happy now?



⚠️ It seems to be causing quite a few of you a headache, but we would hope that you don't take it all as seriously as this.



see the barrels of petrol and gunpowder making a pretty mess all over the walls though. The main hallway is guarded by an automated machine gun turret, *Aliens Special Edition*-style, however upon reaching the top-most floor you'll find the controls for a crane that can be used to rip the turret from its mounting and drop it to the floor below.

This is where the fun really begins, and it's typical Free Radical fare, ie you're going to be burning stuff. A few rooms on you pick up a flare gun. Hmm... you can use this to signal the gunships, right? Well, yes, but there's another use. Shooting the

flares at someone will set them on fire, and so the flare gun suddenly becomes your weapon of choice! Once you've burned everyone in sight the captain can get to the balcony and signal the ships to stop firing. Mission accomplished. There are bound to be plenty of other secrets in this level, but this walkthrough was done from us going straight through the level without exploring (damn those demo version time limits!).

You can read all about the special weapons and the different gameplay modes elsewhere on these pages, but from our initial hands-on we can safely say that *Future Perfect* is everything

we would want from the sequel and more. With the extended single-player mode, bonus items and the extensive multiplayer section, this is going to keep you going for a long time. Free Radical is currently claiming over 100 hours of gameplay, and with the new additions to the Multiplayer mode we can see why. With at least six months until the game hits the shelves the team has plenty of time to polish up what is already looking like a fine title. Quite frankly, we can't wait. Sadly we don't expect to see much more on the game until the end of the year, until then why don't you start saving for Wavebirds...

CUBE

**CUBE**

**SAYS...**

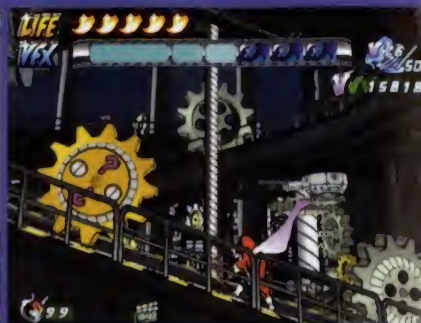
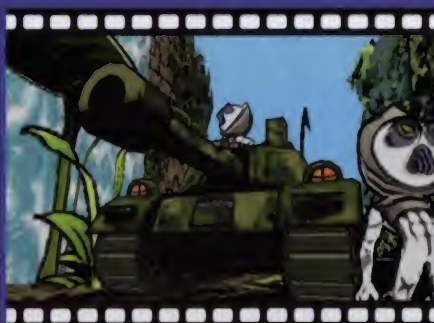
FIRST IMPRESSION

■ We've only been allowed to play through one level, but that's enough to set the tone for the rest of the game. Our only gripe with the last game was that the single-player mode felt a bit lightweight. From what we've seen though the team has put a lot of effort into making this game far more involved, what with the character interaction, co-op mode and the many puzzle elements. It's still early days, but this is definitely one to watch. We'll have more info for you later in the year.

CUBE



# CUBE IN-DEPTH



## CUBE

### INFORMATION

#### VIEWTIFUL JOE 2

PUBLISHER: CAPCOM

DEVELOPER: CLOVER STUDIOS

ORIGIN: JAPAN

GENRE: SCROLLING BEAT-'EM-UP

PLAYERS: 1-2

#### PERCENTAGE COMPLETE

00 25 50 75 100



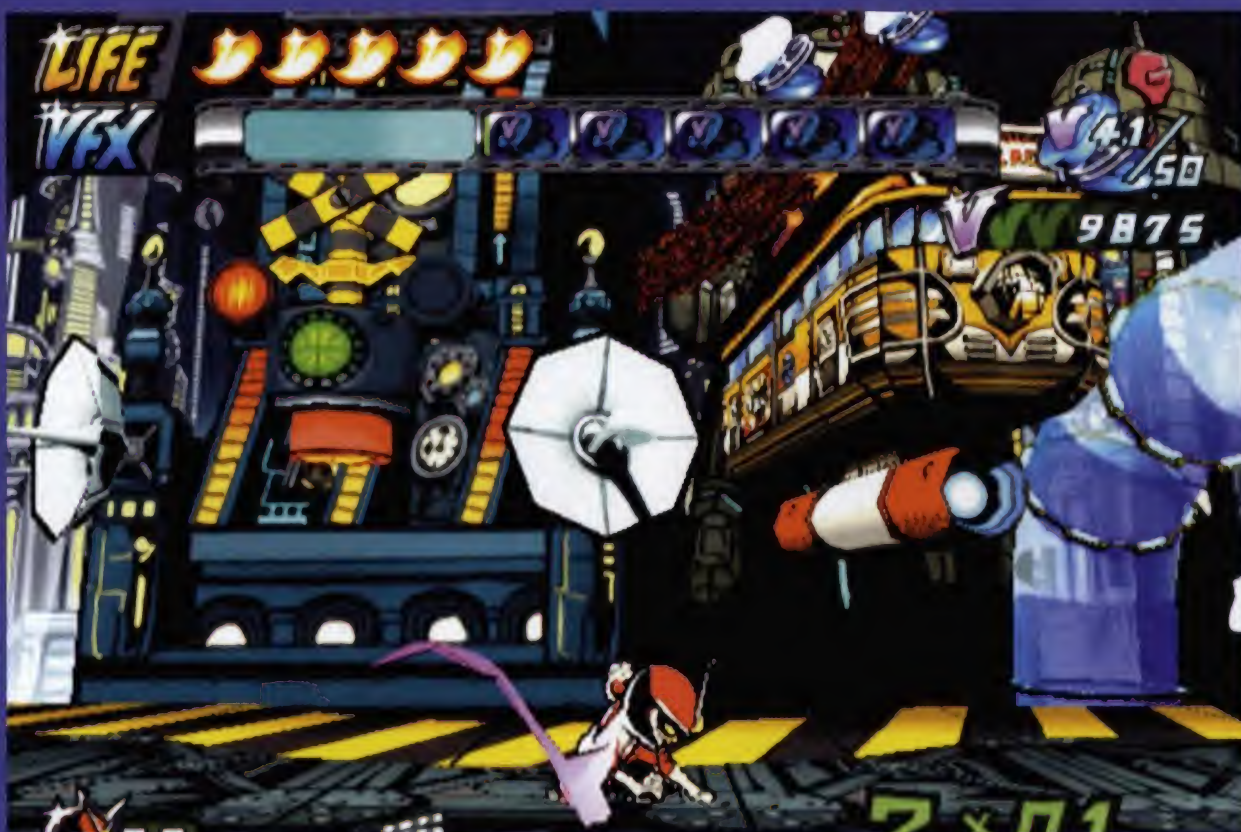
MAR '04



NOV '04



FEB '04



# VIEWTIFUL



**IT WAS A** little saddening when we were ushered over to the games room this month to be presented with none other than *Viewtiful Joe* on the PS2. It's just... wrong. Many are the times when we've received ports of PS2 games, but with Production Studio 4 we had (or we thought we had) a little piece of heaven all to ourselves. Sadly though it wasn't

to be: with *Viewtiful Joe* and *PN03* not selling anywhere near as well as they deserved, Capcom could no longer afford to develop these innovative titles exclusively for the GameCube. And so *Viewtiful Joe* and *Killer 7* will also be released on the PS2, but don't fret, because along with *VJ* PS2 came another little surprise: that's right, our

very own version of *Viewtiful Joe 2*.

Regular readers will already know the basics of the sequel from our recent Up-Front and Preview, but just to update those who missed it, *VJ2* sees the return of Joe and girlfriend Silvia with a host of new abilities and areas to explore. The most notable of the new abilities is one called Replay,



**"REPLAY ALLOWS THE PLAYER TO RECORD A SEQUENCE OF MOVES AND THEN REPEAT THEM SEVERAL TIMES"**



## TOUGH NUT

STREET FIGHTER JOE

■ The entire battle system has been refined, though there are no major changes, but it's now even easier and more satisfying to pull off big combos and earn those essential and much sought after V-Points.

## VIEWTIFUL

STILL LOOKING GOOD

■ It may look like the same graphics engine, but in truth the old one has been tweaked to allow for some new effects, more polys (more enemies on screen equals more enemies to kick the stuffing out of) and a smoother framerate.

## LOOK AROUND

ALL-NEW SETTINGS

■ Naturally there is a completely new set of levels in the game to go with the new storyline. So far we've seen a factory, ancient Egypt, Dino Park and a futuristic city. Each looks marvelous and the puzzles have their own characteristics.



# JOE 2

**Joe, Six and Silvia return for a tasty second helping**

a move that allows the player to record a sequence of moves and then repeat them several times. Now that we've had the game in the office we've had a chance to see how the game will work and what other differences will be included. Here's a walkthrough of the first level to tantalise your tastebuds:

Joe starts off in Dino Park, which is a complete rip off of Jurassic Park (hey, it's supposed to be). The first couple of screens are regular VJ stuff. Jumps, double jumps and slowing down to dodge attacks and earn combo points. Then you come across the first puzzle. A volcano in the background spurts out a flaming boulder, which lands smack

bang on a switch controlling the drawbridge. You have to make your way to the switch, overcoming the raining boulders by slowing down and dodging/punching them. Once you're at the switch you can uppercut the problematic boulder out of harm's way.

Once you reach the now lowered bridge you come across the first new

## PREVIOUS

FROM THE MAKERS OF

PN03

■ Addictive old-skool shoot-'em-up engine hiding inside a svelte and sexy, new-age chassis and Vanessa Schneider.



TOTALGAMES.NET RATING: 82



## EVERY DARK CLOUD

### ...HAS A SILVIA LINING

Our first level walkthrough is based on playing through with Joe, but don't forget that you can also play as Silvia. It seems her abduction has transformed her from a high-maintenance girlfriend into a heroine worthy of the Viewtiful moniker. She hasn't completely lost her girly attributes though, and she still carries her pom-poms for good measure.

The differences between the two characters are quite subtle at first, but after playing for a while you'll realise that you do have to play the game differently, and we imagine there will be many an argument over who is best. You see, Silvia has a laser-gun. This projectile attack allows her to juggle enemies from a distance, so whereas Joe might not be able to continue a combo because the enemy has slipped too far away, Silvia can get those few extra hits in. The actual laser blast is quite meaty and makes a satisfyingly solid sound when it hits an enemy.

Silvia does have her downside though. Take for example a fight where you have to slow time and repel a bullet back towards your enemy. Joe can do this by punching it straight back. Silvia doesn't have a punch. She only has a laser blast. Rather than repelling the bullet the laser blast will just destroy it, so Silvia has to kick items to repel them. Her standard kick sends items up in the air, so you have to jump up and kick to make something travel horizontally. These are very subtle differences, but despite the repelling problem we prefer Silvia and her laser-gun.



**CONTINUED** enemies in the game: the robot jellyfish. Well, that's what they look like anyway. They float around before diving at you and enveloping you in a brace of stinging tentacles. There are regular enemies below them though, so you can easily take the jellies out by slowing, targeting and upper-cutting the enemies into them. On the other side of the bridge is a locked doorway, the key for which lies underneath the previous bridge. A second switch will raise the bridge to allow you access, but you'll need to slow down time and charge up the volcano in the background to give it enough power to shoot another boulder onto the switch. The bridge raises, allowing



you to kill all the bots inside and claim the key. You need to be careful though, as the bottom of the pit is lined with lava. If you fall in you'll suffer major damage and set yourself on fire: thankfully there's an essential water fountain nearby.

The key takes you through to another bridge, but you don't even get halfway across before a group of tribal warriors ambush you. They smash through the wooden bridge causing you to fall to the forest floor. These robots have protective helmets and tribal shields. As long as you don't attack them they'll just stand there shielding themselves. If you attack though they'll counter, allowing you to slow down and target them. On the far side of the



**"THE TEAM IS GOING TO HAVE TO WORK REALLY HARD TO PROVIDE US WITH MORE THAN JUST AN ADD-ON DISC"**



⬆ The mole tank is the inverse of the helicopters that attacked you in the first game. Be careful though – it's just as tough.

⬅ Cutting through the ground like a... like a... supersonic worm, excreting mud and earth from its exhaust-pipe type of arse.


pit is a floating platform that needs a bit of the old slow-down to coax it towards you. At the top you come across the first sub-boss in the game: a laser-armed alien boss. He flies down from the sky in his flying saucer, which then proceeds to beam him down to the ground. His twin blasters fire out bullets and lasers. There's not much you can do about the laser blasts other than stay well out of the way. The bullets, however, can be bounced right back at him, dazing him and allowing you to get in there and finish him off to earn yourself the Mach Speed orb.

The second half of the level is where the new features start to come in. With the sub-boss defeated the camera pans through the next section of the level, which is



## TRIPLE WHAMMY!

### SMACK, SMACK AND SMACK AGAIN

The all-important new VFX for this game is the Replay mode. By tapping the  button Joe goes into Replay mode, at which point you have a limited amount of time to do as many moves as you can. When the timer runs out your moves sequence will be repeated a further two times, thus dealing three times the amount of damage. When you first get the Replay ability your timer will be very short: you can only get one of two hits in before the replay kicks in. As with the other abilities though it can be upgraded later on in the game.

This new ability is very *Street Fighter*, and any *Street Fighter Alpha 2* fans will spot a resemblance between this and the Custom Combos. In fact, with the Slow, Mach Speed, Zoom and Replay, *Viewtiful Joe's* combat is similar to *Street Fighter* in more ways than one.

⬇ Buy the Replay from the usual upgrade screen.





## SIX MACHINE RETURNS!

### A SUPERHERO'S BEST FRIEND

Naturally the mighty Six Machine has returned for even more battering at the hands of evil. Joe's (and we're guessing what's his is Silvia's as well) trusty transformer has had a bit of work done since we saw him last, and instead of having just two transformations (the plane and the robot), it now has six.

The four new additions are as follows:

Rocket Car – a race-car with two hulking great rockets

strapped to each side.

Mole-tank – similar to the first-level boss, this contraption can tunnel underground.

Cannon – Six Machine can also turn into a shoulder-mounted cannon capable of firing giant missiles.

Submarine – Joe takes to the open seas. Similar to the plane from the first game except it goes under water.



⬇ Six Machine in all its better-than-Optimus-Prime robotic glory. Six Machine – roll out.



⬇ Oh very good, it is rolling out. Transformers were cool, but Six Machine is even cooler!



⬇ Another mole tank for you to demolish. Uppercut!



**CONTINUED** basically one long lava field. You can just about get

through this by Mach Speeding and jumping, but it's very clumsy and you lose most of your energy. The proper way to do it is to charge up the distant volcano and make it shoot out a load of boulders... which just happen to make ideal stepping stones. The next section is a little tougher: the lava field keeps throwing flaming boulders up into the air. You can extinguish these boulders by using Mach Speed but this only affects nearby boulders. Therefore, you have to extinguish the nearest boulder, jump onto it and then extinguish the next one before moving on. At the end of the lava field another twin-laser sub-boss guards the doorway out of



"AT THE MOMENT THE GAME IS JUST AS ENJOYABLE AS THE LAST GAME, BUT REALLY, WE'RE HOPING FOR A LITTLE MORE THAN THAT"



⬇ Completely off the wall huge bad guys to mash.



⬆ Viewtiful Joe 2 is going to be great, but have you heard that the PS2 version of the original has Dante from Devil May Cry to unlock?

⬅ OMG! A minecart chase. Haven't done one of those since that Indiana Jones arcade game but it was crap, this is hella cool.

Dino Park and into the factory area. He's the guy who gives up the Replay Orb.

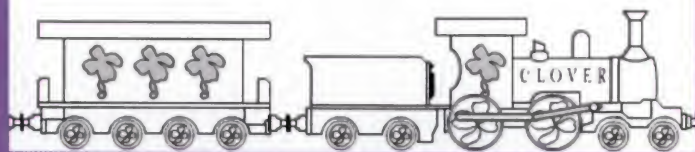
The Replay ability is required immediately, and is the only way to activate the factory-door switch. Once inside the enemies come in their droves, but as any VJ fan knows, the more enemies there are the more satisfying the combat gets. A few well-targeted uppercuts are enough to take out all eight robots and jellies. The next door is powered down, but seems to be operated by way of a dynamo. Firstly you need to uppercut the plug socket into the wall. Then you need to jump up into the wheel before Mach Speeding the power counter to a safe level. Run too fast and the unit will blow, so you need to be

careful unless you want to start again.

The penultimate room is a kitchen where the cooks are all on fire. There are flames everywhere and all three types of enemies are vying for your attention. With so many enemies in one area it's inevitable that you'll fall into the fire: thankfully the Mach Speed can extinguish you if you're quick.

The final room introduces you to the first proper boss in the game: the Mole-tank. This boss is very similar to the helicopter boss from the first game: it bursts through the ceiling, fires shells at you and holds troops of robots. The only real difference is that the Mole-tank ploughs into the ground and bursts up from beneath you.

CLOVER  
STUDIO



## LUCKY, LUCKY, LUCKY

THOSE JAPS ARE ALL IRISH TO US

Headed up by Viewtiful Joe/Steel Battalion daddy Atsushi Inaba, Clover Studios is an offshoot company that carries a similar mantra to that of Production Studio 4. It's all about gameplay ideas, style, and innovation, and Viewtiful Joe definitely fits into that.

"I'm pleased to support the creation of this independent studio whose mission is to develop creative games that are innovative and inspire the future of videogaming," said Capcom Co president Kenzo Tsujimoto. The studio is currently working on VJ (PS2), VJ2 (PS2, GC) and Okami (PS2). The team is bolstered by the likes of Shinji Mikami (*Resident Evil*) and Hideki Kamiya (*Devil May Cry*).

You can visit the Clover website at [www.cloverstudio.co.jp](http://www.cloverstudio.co.jp).



There's no doubt in our minds that VJ2 is going to be a great game. The problem though is that the original worked so well, and the team is going to have to work really hard to provide us with something that doesn't feel like an add-on disc. The extra character adds something new, and the new Replay ability is quite cool, but we have yet to see anything that makes us go 'wow!' Don't get us wrong, we're not trying to be negative – at the moment the game is just as enjoyable as the last game, but really, we're hoping for more than that. A new build of the game will be ready for the Tokyo Game Show at the end of September, and hopefully we'll be able to update you with some exciting news then.

CUBE

CUBE

SAYS...

FIRST IMPRESSION

■ What we've seen so far is cool, but we get the feeling that the later levels will show the game's true potential. We're looking forward to playing with a few of the new Six Machine transformations, and getting some decent upgrades on the Replay mode. Only then will we be able to tell whether this is a worthy sequel as opposed to just an evolution of the first game.

CUBE



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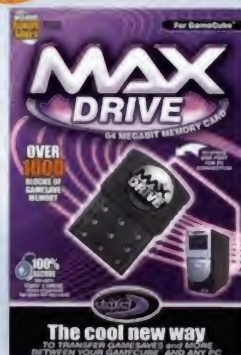
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# CUBE

ISSUE THIRTY-SIX

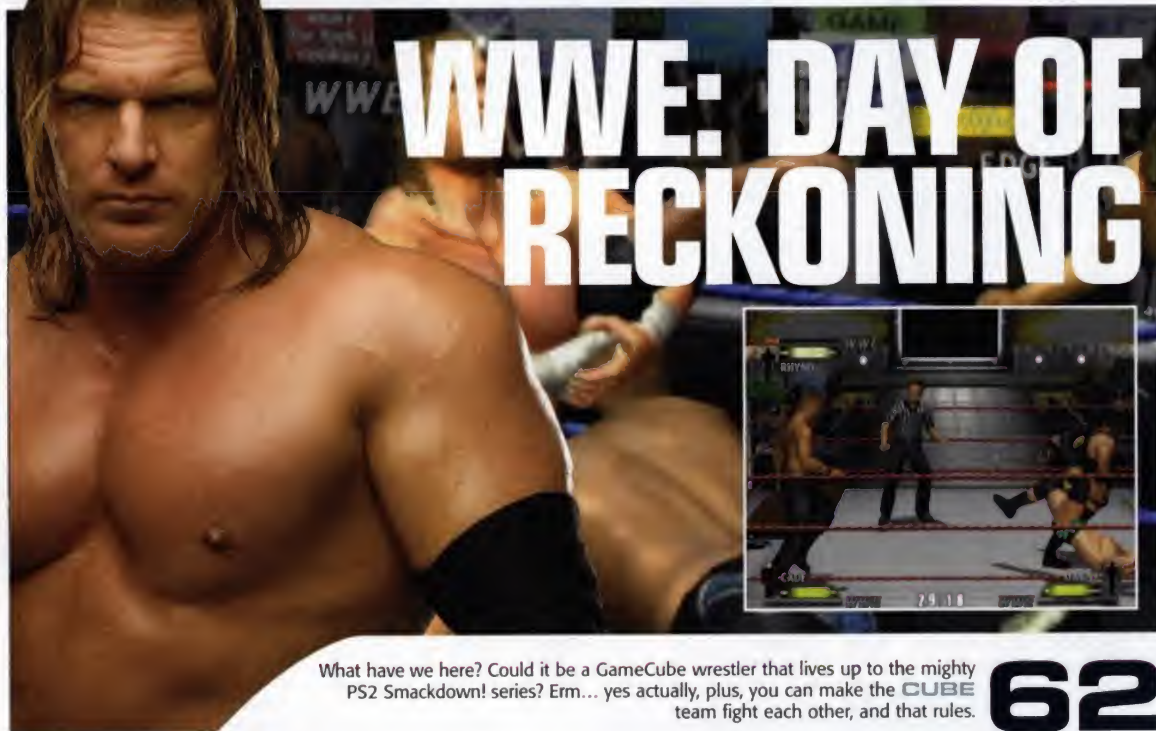
## REVIEWS

JUST A BIT SWEATIER

... **AND RELAX.** September is here, and with it comes the turn of the Christmas tide. Over the next four months we'll be inundated with the big hitters and the 'medium hitters' but we're an official licence so we still pack a punch' titles. Even at the very start of the season there are four games that you simply have to play: *Paper Mario 2*, *WWE Day Of Reckoning*, *WarioWare* and *Second Sight*. There's enough innovation, imagination and pure fun in those four to last all year.

But what about next year? With *Revolution* being shown in May, and a release date set for 2006, Nintendo will need to be throwing significant resources behind it. Sure we've got *Zelda* to look forward to, but what else has Nintendo got in store for GC owners in 2005? It has already claimed that it's going to support GC well into the *Revolution's* life, but we have yet to see any proof of that. Time is ticking by, Nintendo...

■ CHANDRA NAIR



What have we here? Could it be a GameCube wrestler that lives up to the mighty PS2 *Smackdown!* series? Erm... yes actually, plus, you can make the **CUBE** team fight each other, and that rules.

# 62



## CUBISTS

It's the most rubbish discussion in the world, but the **CUBE** team came to blows over it this month. What is art?

### MILES GUTTERY



MILES GUTTERY  
CUBE

**YOU CAN'T DEFINE** it because there are too many potential forms, but I did go to the Tate Modern a few months ago and I don't call a square bit of wood painted blue, art. No way, José!

### TIM EMPEY



TIM EMPEY  
CUBE

**ART COMES IN** many forms, the writing in **CUBE** for instance is way arty. Sculpting words and sentences onto this canvas. Oh, any mistakes you find - that's modern art. Takes imagination, that.

### CHANDRA NAIR



CHANDRA NAIR  
CUBE

**I THINK THE** very fact that people argue over what it means is pathetic, and it's something that only ever happens to serve as a means of proving one's so called 'intelligence'. A true artist would never dream of discussing such things.

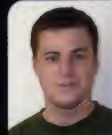
### LIZ MORRIS



LIZ MORRIS  
CUBE

**ART IS WHATEVER** stirs your emotions and makes you think, it doesn't have to be aesthetically pleasing. But what would you rather stick above your fireplace: the Mona Lisa or a sheet covered in poop? Exactly.

### GARY ADAMS



GARY ADAMS  
CUBE

**IT'S THE EXPRESSION** of an individual. You don't need skills, talent or rich contacts to do this - just imagination and drive. For those moaning about circles in the Tate: why don't you go and do it? Eh? Answer: because you can't.

### LEWIS SOMERSCALES



LEWIS SOMERSCALES  
CUBE

**THE DEFINITION OF** art is nigh on impossible to explain. Every person has their own opinions. But if it provokes something in an individual, then that's a clear way to know when something is art or not.



# 100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



## PAPER MARIO RPG



**76** Take a pretty decent N64 game and inject it with loads of Yoshi's Island inspired gameplay. The result is, naturally, a gem of a game. Can Nintendo do no wrong? Who said *Legend Of Golfer*?

## WARIO WARE INC

**70** It's been our game of the moment for the past six months, and now it's finally coming out in the UK. Let us remind you why you have to have this game.

## SECOND SIGHT

**74** We've been looking forward to this for ages, so it's nice to see it living up to expectations. Yay for British developers creating great games – now go out and buy it!

## MEGAMAN

**82** One disc, ten games. Man that's a lot of pixels for your dollar. Mega! (Oh the puns are endless round here.)



## WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic - it's pretty easy to find what you need once you know where it all is...

### INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher, developer and whether or not you can watch movies of the game in action on [TotalGames.Net](http://TotalGames.Net).



### 2ND OPINIONS

If you're still not one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

### ALTERNATIVES

Obviously, not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

### BOXOUTS

If you want more detailed information on what the game's all about, or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.

### COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here. You'll be needing this to make up your own mind...

## THE BREAKDOWN

Sure, every game gets a rating but do they really mean anything? Of course they do - here's a detailed look at what we're saying in those all-important numbers...

**RATING**  
**90** ⬆

### 9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, okay?

**RATING**  
**75** ⬆

### 7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

**RATING**  
**50** ⬆

### 5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk. With 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

**RATING**  
**25** ⬆

### 2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

**RATING**  
**00** ⬆

### 0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them. Shame on you!





## Reckon you got what it takes?

### CUBE

#### INFORMATION

#### WWE: DAY OF RECKONING

PUBLISHER: THQ

DEVELOPER: YUKES

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-4

GENRE: 32 BLOCKS

#### STATS

■ NEW COUNTER SYSTEM

■ BEAUTIFUL GRAPHICS

■ OVER 40 SUPERSTARS

■ BRA AND PANTIES MATCHES



SET '04



TBA



AUG '04



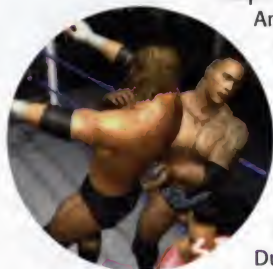
# WWE: DAY OF REC

Finally – a decent wrestler on the GameCube

### WRESTLING EH?

The pure man-on-man art of throwing someone to the ground, roughly. A sport that requires strength, speed, agility, extensive knowledge of grabs and holds and, if you want to be the best, around 30 stone hanging from your frame. Wrestling has been the staple spectator sport of

America for many, many years now. It's had its ups and downs, popularity waned in the late Eighties, but grew steadily in the Nineties and is thoroughly well known in the world today. Mick 'Mankind', Dude Love, Cactus Jack' Foley wrote a best-selling book,



Dwayne 'The Rock' Johnson is currently starring in *Walking Tall* and *The Big Show*. Well he's threatening to punch Chandra's lights out. With this rediscovered popularity, more and more wrestlers are releasing their autobiographies and turning to films when they need a break from the constant touring and the pounding they take in the ring. What do they do when they're touring to pass the time? They play wrestling games of course!

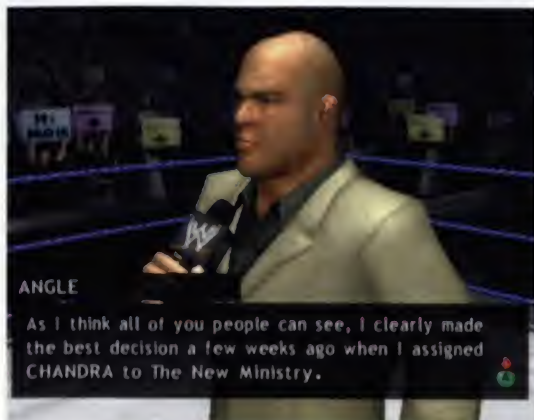
The new WWE slam-a-thon from THQ sets out to right the wrongs of the *Smackdowns* on PS2 and the totally abysmal *Wrestlemania X8* and *XIX* on the GameCube. The *Smackdowns* were criticised for their poor story modes, the *Wrestlemania* games were criticised for practically everything – poor controls,

daft story mode (especially in *XIX*), graphics – can *Day Of Reckoning* rectify past mistakes and give the sport an accurate simulation on the GameCube? Let's see.

*Day Of Reckoning* doesn't let you choose a Superstar to work through the Story mode – you have to create one yourself. Be it an accurate recreation of you, your alter-ego or your muscular fantasy man (always male as women can't enter the Story mode, they must have been deemed too inane to do anything interesting other than have their pants on display – see the boxout for more). In the cut-scenes you are invited to join the Developmental League by WWE owner Vince McMahon, you are then approached by The Coach and Paul Heyman who set



**HIT ME AND I'LL CRY:** The Momentum Shift can turn around a match with a swift dig to the happy sacks. That'll slow any man down, even Gary.



## VERY SPECIAL

### MOVES

Land a Special and all sorts of graphical gimmickery goes on – bit of slow-mo, multiple changing camera angles and best of all a 'negative' frame when your attack hits. Adds a bit of oomph to the violence.

# KONING

you various matches that have to be completed with differing stipulations – win by submission, without using any specials and so forth. Win the matches and you receive cash to spend in the shop on more moves, costumes, accessories and arenas. You also gain experience points that can be attributed to your stats to boost your strength, speed, grapples, strikes and charisma. This is a welcome change as you can build up your character to have the specific skills you want – a quick little fella like Ray Mysterio or big hulking monster of a man like The Big Show. For the first time this actually has an effect on how you fight – the smaller, weaker players will have a hard time knocking the bigger ones down but are able to attack much more quickly and

can counter better – vice versa for the big guys.

As you progress you are finally welcomed onto the small screen and then the race for the title spot gets underway. There are plenty of plot twists and allegiances to be made, matches to interfere with and all the time the match styles are changing. (Though the Ladder and TLC matches are very irritating – having to place the ladder in the exact place, climb it and try to grab the swinging belt before your opponent wakes up and kicks the ladder.)

The graphics and animation are amazing. Every Superstar is accurately modelled and every move looks as though it's been motion captured. This is





**OR DO YOU WANT TO SEE MY BRA?**

**UGLY**


**UGLY**  
If you smack someone in the face enough they bleed. True in real life and also true in *Day Of Reckoning*. You also get a nice close-up of your character's oozing mug and a rather squelchy sound effect.

 Chandra dropping people on their heads. Reality!







**DING:** You can now use weapons for special grapples like making your opponents head land on a chair after a DDT and of course you can put them through tables too.

 This can totally turn the match around. Pin him!

**MOMENTUM  
SHIFT!!**




 Rowdy Roddy Piper and Greg Valentine. Old school wrestlers...

 ...about to get slammed in new school ways. Break the table! Break it!

**CONTINUED**

especially true for the Specials. Let's take Chris Benoit for example. You know from real matches the speed and violence with which he applies the Crippler Crossface – it's exactly the same here, a twist of the arm followed by a grip across the opponent's face at the same time slamming to mat. It's hoof-tacular. Same for The Rock's Spinebuster – he throws them so quickly and with such force that it's almost as if he recoils back to his feet from the power of the throw. For a game to capture that amount of detail is astounding. These are just two examples, we didn't do an accurate count of the number of attacks, but from creating a wrestler and watching the two yellow androgens carry out the multitude of attacks you can see that the moves look as though they hurt as much in real life. There are so many moves that just sitting watching the demos is a joy.

The Specials also take in moves from Superstars past and present. You kind of expect that these days, but there's more. There are some moves not used by any of the real guys, for instance the Kung-Fu Strike 02 is taken from Akira in *Virtua Fighter*, his shoulder barge thing. This means that the scope for your character's fighting style is as comprehensive as a school specialising in GCSE wrestling.

Of course all of this is cosmetic and that doesn't matter a pip if the fighting mechanic isn't up to scratch. So is it? Is it!? Yes and no. For the most part it's brilliant and a lot like *Here Comes The Pain* on PS2. The  button has all your strikes and  does the grapples, just tap it for a quick but not that powerful strike or one of five grapples – you have to hold down the  button to activate the stronger strikes. But for the stronger grapples (of which there are another five) you have to hold it down to go into the grapple stance, then you can input








## CUBE GETS BATTERED

JUST ANOTHER DAY IN THE OFFICE

The Create A Superstar mode is astounding. There are enough sliders to create possibly just about everyone – we started that but figured it would take ages, so we did the **CUBE** team instead. There's Miles in full on alt-country rock mode, Gary as a hip-hop gangsta, Liz looking scary like herself and Chandra looking like the *Dragon Ball Z* reject he is (with huge shoes). Then we made them fight. To be fair the computer controlled them all and the results were pretty random but we managed to waste three days just watching these guys prance about the ring. Further enhancements were made to stats and special moves and Chandra was turned into a mincing, effeminate big bloke – well he should never have backed down from the Big Show when he interviewed him, the wuss. There are loads of options to fiddle with and heaps of costumes – we saw some stuff for recreating Heihachi from *Tekken* and Dural from *Virtua Fighter*. As you work through the story mode still more options become available.



**"THE SCOPE FOR FIGHTING STYLES IS AS COMPREHENSIVE AS A GCSE WRESTLING SCHOOL"**

whatever command you like. It takes a while to perform and is best used when your opponent is wobbling. It's all pretty straightforward but frustration can set in when the computer counters just that bit too successfully. Even more frustration sets in when you realise just how tricky it is to do your own counter,  counters grapples and  counters strikes. You then have to press either  or  to get a dig in. Timing and guesswork are involved, leaning a little too much on the guesswork side of things. Also after you've taken a beating, the amount of bashing the  button you have to do to come to your senses is RSI inducing. You can still counter but you are so busy bashing  that it becomes an all out pad mashing exercise. (You should've seen the size of our fingers after playing this.) Eventually it comes to you and you begin to recognise the coming strike, but another problem comes from the huge space that the  and







## TELL US A STORY

### YOU'RE THE SCUM SCRAPED FROM THE BOTTOM OF THE BARREL

The Story mode this time round is actually pretty good. You start off on the bottom rung, maybe just below that, and have to work hard to gain the attention of Vince McMahon by fighting in the Dark matches – the ones that aren't shown on the telly – until you finally get your first televised appearance, then you lose. The first set of matches are very easy, just keep wapping away and you'll pin them soon enough. But when you reach the actual Superstars from the WWE the difficulty is ramped right up. These guys will continually counter your attacks and keep knocking you to the floor while you impotently hammer away at the button.

Eventually you'll be invited to join the New Ministry and the real story in the Story mode kicks off. With double dealings, violent interference, revenge and retribution, there's never a dull moment in the soap stories of the WWE. And it's so much more fun when it's your character involved in all this. (It was very funny seeing Chandra getting slapped down and whining like a bitch when he wasn't given the title shot.)



**CONTINUED** buttons have before they click, and this throws off your timing.

One of the best things though is the fact your Superstar can utilise so many Specials, there's one for every possible action – running, jumping off the turnbuckle, your opponent on the ground and so on – this makes you much more dangerous than the computer which only seems to have at the most three Specials for each character. Ha! And there's enough time to land quite a few before your Special time runs out. Obviously you build up your special bar by battering away and taunting your opponent. It can fill even quicker if you raise your charisma attribute. It's all about momentum and keeping on top of the match which can make it quite tactical.

Your Momentum bar changes colour depending of your physical state – if it's blue then you are not in good shape, but

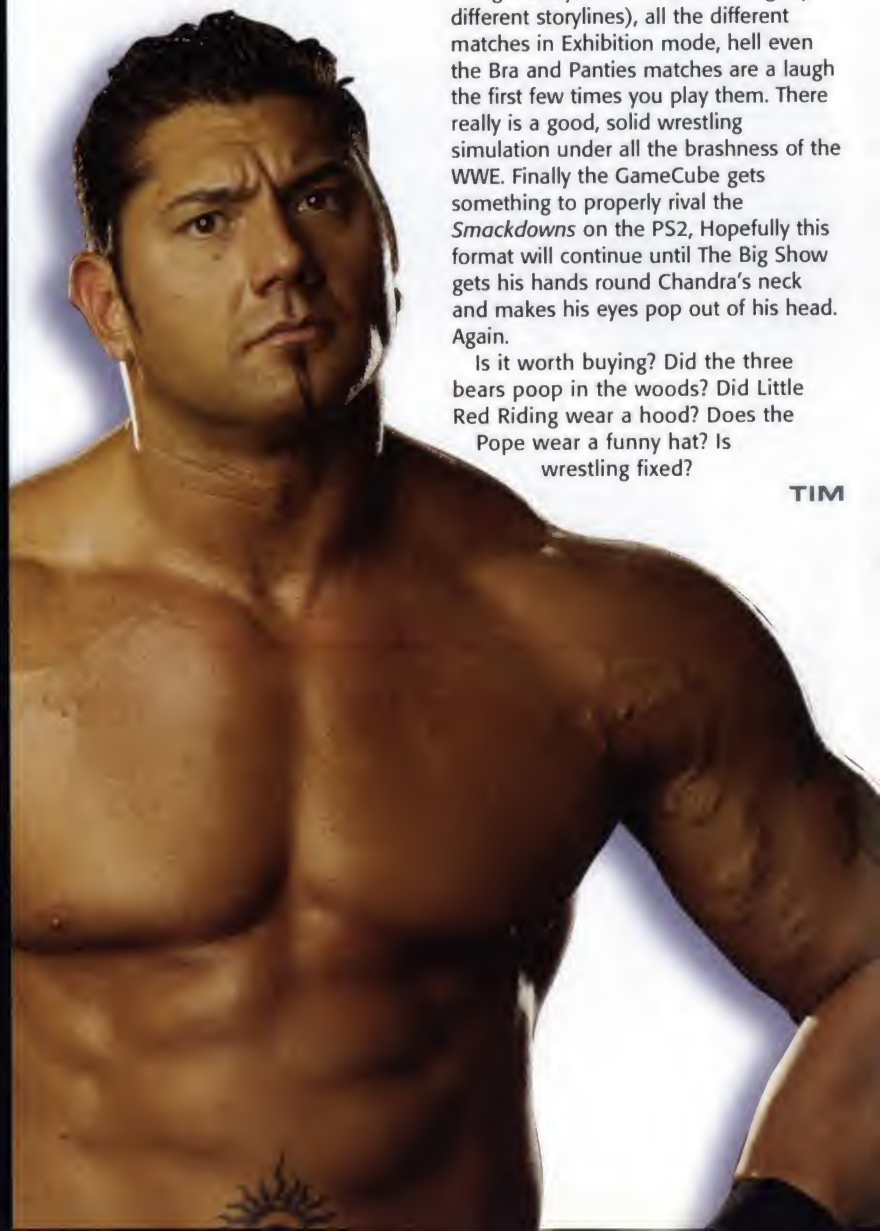
if it's red then you're on top of things and as a bonus dealing out more damage and raising your Special bar quicker than normal.

Another important strike is the Momentum Shift. If you've been slapped about for ages then you will be given this option. By hitting and you can use a low blow or another cheating move – this can turn a match around in an instant giving you a better chance to regain some stamina and maybe land your own special. Just be sure you don't pick a Momentum Shift that involves a hidden weapon as this will lead to a disqualification.

This is the best wrestling game on the GameCube. With an updated roster including some of the newest guys on the scene and lots of the older guys to unlock, the option of joining either the Raw or Smackdown franchises in the Story mode (and the further option of being a Babyface or a Heel for slightly different storylines), all the different matches in Exhibition mode, hell even the Bra and Panties matches are a laugh the first few times you play them. There really is a good, solid wrestling simulation under all the brashness of the WWE. Finally the GameCube gets something to properly rival the *Smackdowns* on the PS2. Hopefully this format will continue until The Big Show gets his hands round Chandra's neck and makes his eyes pop out of his head. Again.

Is it worth buying? Did the three bears poop in the woods? Did Little Red Riding wear a hood? Does the Pope wear a funny hat? Is wrestling fixed?

TIM





**CLIMB EVERY LADDER:** The ladder matches are really annoying – having to set it up and then jump for the belt – it takes the skill out of wrestling.



Blood will be spilt after the Triple H's Pedigree. Oof!



"Sorry mate. You alright? Och, I barely touched you."

**NO WOMEN**

**ALLOWED**

Male players will no doubt spend hours making their ideal woman but they can't be entered in the Story mode. All morning we wasted. Man she was fit though!



## LITA'S BABY BLUES

**WILL LOVE CONQUER ALL IN THE WWE?**

"My God I couldn't believe it when she said she was pregnant, with Kane's baby even though she's going out with Matt Hardy. I hope she keeps it and kicks Matt to the curb, but maybe after a huge alimony settlement from Kane. It's just like something off of Eastenders. What's going on between Batista and Benoit, it's like Rick Flair wants to use the big one to bring down the, what's his name – rabid wolverine? It was awfully brave for Chris Jericho to try to fight Kane, who's still sore about his brother, but I think he cheated so it was really nice that Kane eventually put the wee man in his place.

"I like the way more women are getting into wrestling and that Diva competition can only be a good thing. People need positive female role models, not just the usual 'look at me, I'm pretty' type, you know someone who really gets into it all. I hope that nice Tracie Wright wins it. I also want the Undertaker to win this year's Summer Slam – he really deserves it. What's that dear? The perm has set? Great!" Said the woman in the hairdressers a couple of weeks ago.



**"A SPORT THAT REQUIRES STRENGTH, AGILITY AND EXTENSIVE KNOWLEDGE OF GRABS AND HOLDS"**

## CUBE VERDICT

### WWE: DAY OF RECKONING

BEST WRESTLER ON GAMECUBE



#### VISUALS

Stunningly life-like, larger-than-life characters from the WWE.



#### AUDIO

Enough satisfying grunts and groans to keep your mother worried.



#### GAMEPLAY

The counter system is a bit flaky but you have to persevere.



#### LIFESPAN

Ages – loads to unlock and so many options in Create mode.



#### ORIGINALITY

Well there's the new countering system, that's pretty new.

#### ALTERNATIVE

Hip-hop wrestling with blingier special moves than real wrestlers could ever do.

DEF JAM VENDETTA

Reviewed: Issue 19



CUBE Rating: 8.9

## 2ND OPINION

**SMACK!** "Beautiful but deadly... that's *Day of Reckoning*. I'd never touch GC wrestlers before cos they were rubbish. *DOR* has completely changed my opinion though."

CHANDRA

## FINAL SCORE

**9.1**

LOOKS AMAZING, FANTASTIC STORY MODE AND SO MUCH FUN



Party on, dude!

# WARIO WARE INC MEGA PARTY GAMES\$!

## CUBE

### INFORMATION

WARIO WARE INC MEGA PARTY GAMES!

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

PRICE: £19.99

ORIGIN: JAPAN

PLAYERS: 1-4

GENRE: 4 BLOCKS

### STATS

■ OVER 200 MINI GAMES

■ NINE MULTIPLAYER MODES

■ GBA - GAMECUBE LINK UP

■ UNIQUE MIX OF GAMES



3 SEP '04

OUT NOW

OUT NOW



There ain't no party like a Wario party!

### WITH THE

flash graphics, Hollywood-style budgets, and twisty plotlines that feature in the majority of today's games, it's easy to forget where it all began. Being as old as we are, the **CUBE** team can still remember a time when graphics were nothing more than simple, colourful squiggles on the screen, and the storylines never got more complex than "rescue the maiden from the giant monkey". But these games were still fun. They were addictive. They were great. And why was this? Because they were about gameplay and nothing else.

Which brings us onto *Wario Ware Inc Mega Party Game\$*. Anyone who has played the GBA version (or read our import review in Issue 27) will know instantly what *Wario Ware* is about, but for those of you that don't, here's a brief summary.

The single-player mode in *Wario Ware* contains around two hundred microgames, which are put into genres such as IQ, Sci-Fi and Sports. Each genre has 24 microgames that you need to complete within the allotted timeframe (around three – five seconds per game) after which you face a big boss. Successfully defeat the boss and you progress to the next genre. Once you've completed all the genres you unlock new modes, such as Hard mode, where everything is much faster and Risk All mode, where you only get one life to complete as many games as possible. Simple, huh?

And that's the appeal of *Wario Ware* – it's accessible to anyone, no matter what your age or



SHORT CIRCUIT: Grab the coloured rings



**NAME THAT TUNE:** Whilst the majority of *Wario Ware*'s soundtrack is original, some of you might recognise a few of the tunes from classic Nintendo games.

**COWBOYS AND INDIANS:** Shoot two or more enemies

**DENTAL HYGIENE:** Brush your teeth until they're white.

**WHO?**  
When in the multiplayer mode, you get to choose one of the game's colourful characters to play as, including Wario, Mona, and Spitz. There are ten characters to choose from.

**TYPING SKILLS:** Type the letter or number indicated


which language you speak because the microgames are very basic, although it sometimes takes two goes before you work out what needs doing, simply because of the time constraints. But what are these microgames?

Well, they're basically mini exercises that can be summed up in one easy command, like shake, bounce or balance (see boxout for a better idea of the games). An image appears on the screen, like an animé woman with a dribble of snot coming out of her nose, and you must work out what to do before the timer runs out. As you only have a few seconds to complete the task, it can get very tense and this only gets worse as you progress through the game as, after completing 12 microgames in a row, the games Speed Up giving you even less time to react or work out what needs doing. Later levels get even tougher as some of the games require you to complete several challenges in the same amount of time, such as winning two rounds of rock-paper-scissors. It can be quite nerve racking, believe us, especially when you only have one life left and still need to face the end of stage boss.

Still, things are made slightly easier with the grouping of games in genres, so you roughly know what types of games are going to appear.

For instance, the Nature genre features games with animals or plants, whilst the IQ levels are more puzzle-based, like having to match two symbols together. Once you've played the game for a while, you get to know

the games so it gets easier although you still need lightning reactions to keep up with the pace. But even if you still don't succeed, don't fret, as the games are so addictive and entertaining that you'll stick at it until you've completed the stage.

The only downside to *Wario Ware*'s addictiveness is that the main single-player mode can be completed in a couple of hours. You do unlock the harder levels which are challenging, although the games remain the same. However, you might find it difficult to complete some of the harder levels as the GameCube control system isn't as responsive as the GBA version and occasionally there's a time-lag between pressing the  or directional button to when the action occurs on screen. This doesn't matter so much in the main single-player mode, but can make all the difference in the tougher levels and can be very frustrating. Still, it's only a small matter and one that can be overlooked since you'll be having too much fun in the meantime.

However, despite being oodles of fun, you might feel gyped at the short length of the single-player mode, so if you want to add longevity to the game then you can always try completing all two-hundred minigames in the Album mode or grab some mates and compete in the Multiplayer mode, which is by far and away the best bit about the game.

The multiplayer Survival-Fever mode is available at the start of the game and is set

**BOXING RING:** Hit your opponent three times, to knock him out.

**GLOBAL DEFENCE:** Defend earth from the meteorite attack.

**SLEDGE HAMMER:** Hammer the nail into the ground.

**BALL PARK:** Hit six baseballs of varying speed and height.

## BOSS OF YOU

SO YOU THINK YOU'RE GOOD?

**HUNGRAA FOR MORE?** : Destroy Hungraa by picking the right word.

**HOP, SKIP AND JUMP:** Jump from cloud to cloud until you reach water.

**BATTLESTAR GALACTICA:** Shoot all the space objects.

**SPARRING PARTNER:** Hit the weight until it breaks.

**ALL OR NOTHING:** The boss to end all bosses. Wario must jump over obstacles, dodge falling objects, grab power packs, shoot down missiles, break through a wall, kill a robot with a bombarang, then avoid being crushed. Phew!

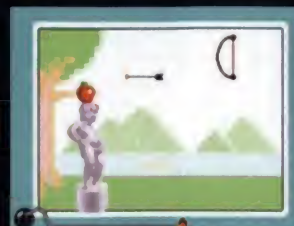
## "YOU MIGHT FEEL GYPED AT THE SHORT LENGTH OF THE SINGLE-PLAYER"





# GAME COMPENDIUM

HERE'S A PEEK AT SOME OF THE MICROGAMES



**CUPID'S ARROW:** Hit the apple off the statue's head.



**HEART ATTACK:** Shoot the cowboy in the heart.



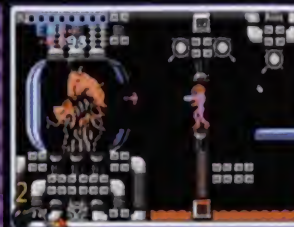
**SPEED DEMON:** Avoid hitting the traffic.



**MISSILE DEFENCE:** Shoot down the missiles.



**MONEY, MONEY, MONEY:** Collect all the coins.



**METROID PRIME:** Shoot the evil gooey thing.



**LIFE IS LIKE A BUTTERFLY:** Find the four leafed clover.



**GUN FIGHTER:** Shoot the cowboy before he shoots you.



**SEEING RED:** Knock the turtle off the platform.



**WARIO WHEEL:** Stop Wario with the pointer.



**JIGSAW:** Guess which piece of stone fills the gap.



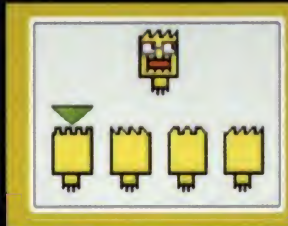
**WARIO LAND:** Stomp on the Goombas.



**PICK AND MIX:** Guess which cup holds the coin.



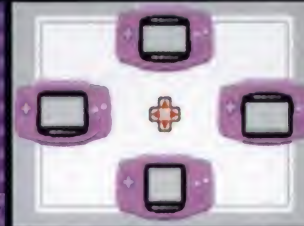
**JUMPING JACK:** Move the trampoline so the man doesn't fall.



**GUESS WHO:** Pick which back-view belongs to the character.



**HITTING A WALL:** Smash the walls down before Wario is crushed.



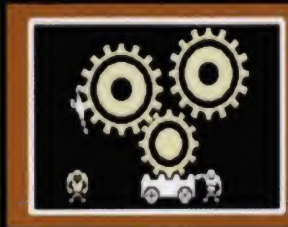
**LOOK ALIKE:** Spot the accurate picture.



**INTO THE GROOVE:** Follow the dance instructions.



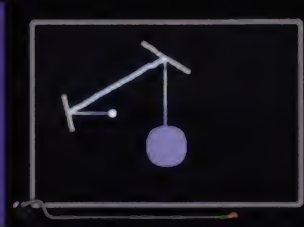
**A HOLE IN MY BUCKET:** Guess which pipe leads to the bucket.



**WHEEL OF FORTUNE:** Save your friend by turning the cogs.



**ELECTRIC EEL:** Send the electricity up the wire to light the city.



**MIRROR, MIRROR:** Reflect the light off the mirrors.



**BOWLED OVER:** Hit the skittle to know it over.



**MODELLING CLAY:** Build the clay man before he's crushed.



**BANANAS, IN PYJAMAS:** Eat the banana by pressing **○** rapidly.



**MORE OR LESS:** Select which group has the most aliens in it.



**MUSIC MAKER:** Crush the musical notes in the symbols.



# MULTITUDE OF FUN

## GOT MATES? GET MULTIPLAYING

There are nine multiplayer games in total. Here's a brief look at each one:



**LISTEN TO THE DOCTOR:** The worst game by far. The doctor will give you an instruction, like "Shout out your favourite food". You have to do this as you play. Then your friends need to clap depending on how well you performed the task. So, so annoying. Especially when against Gary.



**CARD-E CARDS:** Pick up the cards until you see a picture of the GBA with the E-Reader. Whoever picks up this card then plays the microgames. If they lose, they lose all the cards picked up. If they win all the games, they win the cards. You can also try steal cards!



**WOBBLY:** All the players start the game standing on a turtle. They are then entered into a microgame. Whoever wins gets the chance to play a minigame. Should they win that, the other players will receive another turtle to balance on. Whoever falls off the turtles loses.



**MILKYWAY DELIRIUM:** Definitely the best multiplayer game, Milkyway Delirium is like Othello in space! Get your marker on the grid by completing all the set challenges. Whoever has the most markers on the board wins... as long as you defeat the robot.



**ALL FOR ONE:** Select a team mate to play the games. The screen will go black and your mates need to shine their torches to light up the screen so you can see what you're doing. Try completing as many games as possible. Lots of chances to annoy your mates.



**JUMP FOREVER:** Two or more players must jump over the rope at the same time. Misjudge your jump and everyone loses, easy to do when the timing speeds up and then changes!



**PAPER PLANE RACE:** Race your paper planes down the course and cross the finish line first. Tricky until you get the hang of turning the right way and stop crashing into the damn walls.



**SURVIVAL:** Try to win as many games as possible with just one life. This is annoying but still fun in that old-skool high score way. But be prepared to invest some serious time on it.



**OUTTA MY WAY:** Try to prevent your friends from winning the microgames by moving your character across the screen to get in their way. Sweet, sweet revenge served hot, mmmm.



**SURVIVAL FEVER:** Keep your audience happy by winning microgames. Each game you lose, you will lose a fragment of your audience. If they all disappear then it's game over for you.

## CONTINUED

inside a disco, where you and your friends need to strut your stuff to impress the crowds. A spotlight then lands on one or all of the players, which indicates that the player has to partake in a minigame. If they are successful the crowd cheers, if not, you lose part of the audience. Once all the audience is gone, it's game over for the player. However, you can still make life difficult for your friends as you can obstruct their view by making your character dance across the screen. Once you play the Survival-Fever mode, you unlock another multiplayer game (see boxout for more details).

Graphically, the game isn't that amazing, but it is essentially a port of the GBA version, so it's hardly surprising. We would have liked a few graphical tweaks here and there, it's not as if the GameCube couldn't handle it, but the kitch, cartoony graphics really suit the style of gameplay and for £20, you can't really complain. The only thing that you might have a problem with is the sound, which can get incredibly irritating. Each character only has a few stock phrases like "Excellent", "Okay" and such like, and they say these phrases over and over again. Multiply that by two hundred, factor in the inane background music and sound effects and

you've got a headache waiting to happen. But that's what the volume control button is for, we suppose.

All in all, *Wario Ware* is a fun, frenetic and fabulous game that every GameCube owner should buy. It's incredibly addictive, so you can play the game for hours on end should you so choose, whilst the length of the minigames makes it ideal if you just want a quick bout of gaming action before going out. It's not going to take you long to open up all the modes, and you might tire of the microgames once you've played them a few times, but it's a worthy investment.



## "WARIO WARE IS FUN, FRENETIC AND FABULOUS"

### CUBE VERDICT

### WARIO WARE INC

ADDICTIVE, ENTERTAINING AND TOTALLY BIZARRE



#### VISUALS

It's a GBA port, so they're disappointing but vibrant.



#### AUDIO

Shut up! Shut UP! SHUT UP! Turn down the volume.



#### GAMEPLAY

Great fun, you won't put the controller down until it's complete.



#### LIFESPAN

Like a Chanel suit, it'll always be in style... and in your GC.



#### ORIGINALITY

In terms of surrealism, it's the most original game around.

#### ALTERNATIVE

Lots of party games that'll keep you entertained for hours on end. Until Corrie.

#### MARIO PARTY 4

Reviewed: Issue 13



CUBE Rating: 9.0

### 2ND OPINION

**WORSE FOR WARE!** "It's a top laugh if you're in the right mood but expect the novelty to wear off fairly quickly."

MILES

### FINAL SCORE

# 8.9

EVERYONE WILL WANT TO BE INVITED TO THIS PARTY! BUT IT ENDS AT 9PM...





FOLLOW ME

Every time you get a new ability, a small cut-scene will explain how it works.



What do you think?

# SECOND SIGHT

CUBE

INFORMATION

SECOND SIGHT

PUBLISHER: CODEMASTERS

DEVELOPER: FREE RADICAL

PRICE: £39.99

REGION: UK

PLAYERS: 1

RELEASING: 17

STATS

SHOOT, RUN, THINK

VARIETY OF PLAYING STYLES

THIRD PERSON PERSPECTIVE

APPEALING STORY



SEPT '04



TBA



SEPT '04



Life's a bitch and then you psi

SECOND SIGHT

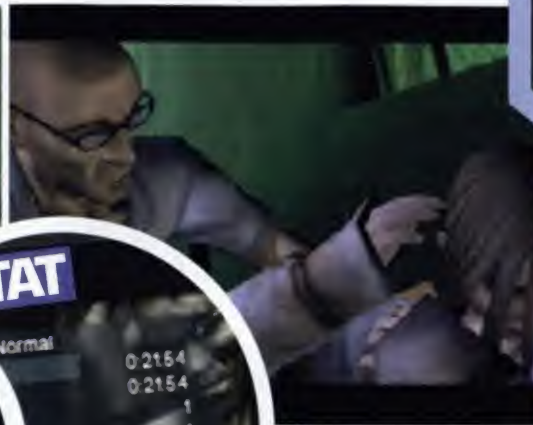
might look like a third person shooter, but it's much more than that. We've given the game extensive coverage in the past, and for good reason. *Second Sight* is from the makers of *TimeSplitters 2* (as if you couldn't guess from the graphic style), so you know it's going to be at least a little special.

As we've detailed before, you play as John Vattic, a scientist who's woken up in a strange place with even stranger powers. Gradually you'll piece together his history and find out just what happened to him, his combat team and his good looks. You'll have to sneak and fight your way into and out of military compounds, mental hospitals, even around New York streets, all the time avoiding the various government agencies that are after you. It's not hugely original, but





**CRIMSON TRAIL:** Walk through a body and you'll leave bloody footsteps marking your path. You might want to clean up your act...



## STAT

Normal  
0:21:54  
0:21:54  
1  
1  
12%  
20  
0%  
30  
0%

## ATTACK

When you load up the game, you can check out your stats for each and every level. How many bullets you've fired, how far you've travelled... things like that. This interesting idea was popularised with GTA.



Something missing from *Metal Gear* – a decent sight.



Fly my pretties! You get to toss blokes around all day...



## LEARNING THE ROPES

### WHEN CAN I START!?

After the introductory level, and before you really start the game properly you have to go through the mandatory training that manages to find its way into all games of this type. You'll have to scramble around obstacle courses, play hide and seek with a playful guard, crawl through tunnels, fire all manner of weapons, hang off ledges, climb ladders and as a final test, do the whole thing again but this time armed with a stun-gun. After you've spent a good deal of time getting used to the controls (more than is necessary), you finally get to meet the WinterICE team that you plan on hanging around with when entering Russia... but it seems that John isn't too happy about the situation, bless.



First day on a new job and Vattic turns up in a pink shirt. How embarrassing.



Use cover like you're told to in the training missions – it's a good tip, keeps your head on.



unlike most games with this premise you aren't simply gunning people down then slipping unnoticed into an air vent, but using mind powers such as telekinesis to throw people about, smashing them into walls, or turning invisible and creeping around crates full of apes so that they won't howl and shake the bars at your appearance, alerting prowling guards.

The game is full of good, original ideas that allow you to tackle familiar situations in a fresh way, and despite flaws that we'll go into later, playing through it is an immensely enjoyable experience.

For the first few levels the two different abilities that you have – namely, firing guns and scampering about, pressing up against walls and shooting blue balls of death at people using your mind – are split between the two different time periods you inhabit. One is set a number of months earlier when you were mild-mannered scientist John Vattic, dragged into a covert operation with a bunch of marines, and the other is set later on when you're the seriously confused

skeletal Vincent Cassel look-alike. However, as the story progresses it isn't long before both Vattics merge, and without acknowledging the change you'll be gunning down troopers with a stolen weapon while crawling behind crates one minute and possessing a body in order to pull a heavily guarded switch before psi-blasting the area the next.

In some instances having to scroll through your available weapons, selecting one then having to once more scroll through your telekinetic abilities can be cumbersome, but these moments are quickly forgotten. You'll find yourself sweating with the controls in the early stages but, prolonged play reveals your interaction with John to be unexpectedly elegant. There are a lot of abilities packed away into the GameCube joypad.

Also, shockingly enough, for once you won't find yourself cringing whenever the story comes up. The plot isn't original by any means, but it is superbly presented, and split up into just the right amount of short episodes to keep you on the edge of your sofa.





## ASTRAL BOY

### HE'S GOT THE MAD SKILLZ

As John Vattic, you've got abilities coming out of your ears. As you advance through the game you'll gain more, but they'll usually improve on ones you already own. For example, once you've got the projection capability that allows you to step outside of your physical body and run around, the possession ability that lets you use your astral self to control somebody else is assigned to this function. The telekinesis ability will eventually allow you to choke people as well as move fridges around, and your psi blast will go through several changes in power and aesthetics. Another example is the charm ability, which in effect stops hostiles from seeing you, and eventually allows you to calm a hysterical companion down and get them to follow you. This helps to streamline the game, stopping the control scheme from becoming too fiddly.

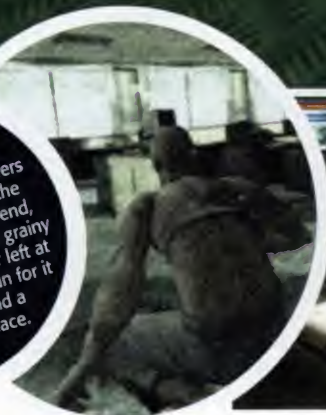


Perhaps if he closes his eyes they'll not see him.



### PSI-ED OUT

If you try using your powers when being attacked, the screen will warp and bend, then leave you with this grainy view and no psi power left at all. Time to make a run for it and hopefully find a good hiding place.



### CONTINUED

We're not going to ruin anything for you (but if you've seen any of the decent episodes of *The X-Files*, ie before season four, you'll know exactly what to expect), but surprisingly for a game with this graphical style, it can get quite eerie.

Having the narrative whirl you around the world from Russia one level to New York the next is refreshing too. It makes you feel that instead of just going through yet another adventure, you're instead picking up the loose threads of a previous one and tying them together into a fascinating tapestry. It's satisfying to make the connections in your mind and see them played out, to be teased and startled as yet another scene spins the story on its head.

What's more, this is evident in every detail – right down to the 'game over' cinema, which plays out in a different manner depending on where you died. You'll find yourself running into bullets

on purpose just to see what happens... surely a first in a videogame? *Second Sight* really does feel accomplished and polished in a way that we're only used to seeing from first party developers. It's impossible to be angry at it for long when you turn a corner and glimpse a poster on the wall that adds a tiny bit more believability to its world, or see a computer, tap away and find yourself in a chatroom watching a distraught girlfriend wonder where the guard you've just killed has got too. It all seems so real.

The heal ability also gives the game a curious air. Being able to heal yourself whenever you feel like it without using precious resources – circumstances permitting of course – may sound like it would make the game stupidly easy but in effect it just avoids the frustration of running into brick walls. How many times have you played titles like *Splinter Cell* and *Metal Gear Solid*, rushed a usually



**GAME ON:** There's no shortage of little details to play around with, including this fully functioning arcade machine. Awesome!

Always knew the chin-ups were a good idea.



Hooded gang members are always good, anonymous, and easily replaceable.

Woo hoo! It's a sawn-off shotgun. Instant death if you're close enough.



easy area and messed up half an hour's play because you've only got one urgently flashing dot of health left? Perhaps the one big criticism with *Second Sight* is that a lot of it is prescribed, but while this does annoy, you'll never have to start from a checkpoint all over again simply because you got hit. Once you've got your head around how the system works and become confident with your character, you'll find that almost any situation can be solved with a cool head and lots of patience. This makes things infinitely more enjoyable, as it feels as if you're actually playing a game, rather than running through the motions, as it were. It completely shifts the 'tone' of how you play.

But of course, everything isn't rosy in the world of *Second Sight*. As we said earlier, the action is prescribed. You have checkpoints scattered throughout each level, the areas in between taking the form of what are essentially set pieces. While there's enough scope for

exploration to be interesting – for example, breaking into a lab and looking through reports on experiments with monkeys – the actual action is linear. Just like in *Splinter Cell* and *Metal Gear Solid*, you'll know exactly where you need to go and it won't be a problem working out how to do it. There's just no digressing.

Now, with a physics engine that allows you to smash people through glass, push trolleys around, and pile things up on top of one another, there could have been some scope to take advantage of these abilities and really open the game up. You won't have to repeat the same area over and over again in order to perfect your game plan because you don't come across any conditions that take full advantage of your unique mental abilities, and this is the one element that lets the game down.

A great shame, because instead of being absolutely splendid, *Second Sight* is just very good indeed.

GARY

## TAKE YOUR POSITIONS

### ALL SCREWED UP

Yes, you can fling the bodies around with your powerful abilities. And yes, it's great fun to kill people by beating them repeatedly against walls. And we agree that it's even more fun when they're dead and you drop them onto a trolley and then push that off of a high ledge. But even funnier (are we sick or what) is the way that you can crumple the poor sods into all manner of interesting shapes and hear them scream and whimper. If you want to do it, just find a handy ledge to act as a wedge while your buckle their delicate human frames around it using just your mind. Jedis never did it like this. Maybe that's why the new films are so bad.



**"ALMOST ANY SITUATION CAN BE SOLVED WITH A COOL HEAD AND LOTS OF PATIENCE"**

## CUBE VERDICT SECOND SIGHT

BIT OF A HEAD MELTER



**VISUALS**  
Cartoony but spooky and effective.



**AUDIO**  
Deliciously ominous moans, wails and music.



**GAMEPLAY**  
A mix of frustrating design and absolute pleasure.



**LIFESPAN**  
A tough challenge with variable difficulty levels.



**ORIGINALITY**  
We're afraid that Midway got here first with Psi-Ops.

### ALTERNATIVE

Incredible psi-'em-up from Midway. Shame it's not on the GameCube, mind...

PSI-OPS

Reviewed: N/A

CUBE Rating: N/A

### 2ND OPINION

**IT'S PSYCH!** "Like a telekinetic Solid Snake, Vattic has the power to grip your mind and squeeze. *Second Sight* draws you in until you need to know what happened to Vattic."

TIM

### FINAL SCORE

# 8.6

**FANTASTIC TO PLAY THROUGH, BUT FLAWED IN PLACES**





## BOMBS AWAY

It's 2D! -some lesser person may cry. No it's not, check out this tower section. It's swell.



It's-a-him. Again.

# PAPER MARIO: THE THOUSAND YEAR DOOR

## CUBE

## INFORMATION

## PAPER MARIO

PUBLISHER: NINTENDO

DEVELOPER: INTELLIGENT SYSTEMS

PRICE: £59.99

ORIGIN: JAPAN

PLAYERS: 1

MEMORY: 17 BLOCKS

## STATS

■ TURN INTO A PAPER PLANE

■ TURN-BASED BATTLING

■ IT'S HUGE

■ AND JOLLY GOOD FUN



Q4 2004



OUT NOW



OCTOBER



Paper-thin looks, deep-pan pizza-thick gameplay

## WE DON'T

know about you, but we've been excited about this ever since we first heard about it. Waiting for it like some people are waiting for *Halo 2*, waiting for it like some people are waiting for the new *Grand Theft Auto*, waiting like one person for *Godot*. It might not receive as much hype, but goodness, it deserves some, and that's what we want to do. If you haven't played the original *Paper Mario* on the N64 (and considering that NOE released about five copies over here, that will be quite a few of you) or the GBA's *Mario And Luigi: Superstar Saga* (which you should GO AND BUY RIGHT NOW) here's why it's great...

This is *Mario*, but in RPG form. Hmmm that doesn't sound very exciting, does it? Okay, right. It's Mario's universe - that is, all of the old enemies from his past games (and of course, some new ones), all of the elements that make you feel as if you're back home (pipes, flowers, mushrooms, rolling green hills, mysterious caves), remixed music, in-jokes and Nintendo references galore, wrapped up with the same kind of mechanics that make *Zelda* titles such a dream to play - power-ups that allow you to







# OLD SKOOL

**FOOL**

**FOUL**  
Now here's a golden oldie... this clown-faced balloon thingy is what Bowser used to attack when in his final form in *Super Mario World*.



➔ Later on you have to guide 101 of these wee buggers around.

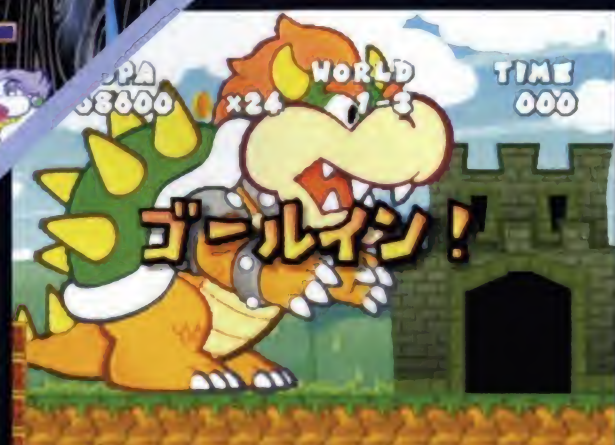
➔ See? Drop them off the cliff to trap them in bubbles – then blow.

⬆ Like all RPGs, status effect spells can mean the turning point of a battle.

**SECRET**  
**ENTRANCE**

One morning Luigi receives a letter from the lovely Princess Peach, who is quick to inform him that she's busy looking for treasure in Garutsuki Town using a map she found. She's sent it to Mario, in the hope that he'll help her in this quest. When our dungaree-clad hero arrives, he hears about the seven Star Stones that the princess is after, and it also turns out that she's gone on ahead of him. So Mario sets off to catch

So it's an RPG then. You walk around the levels/maps, jumping on enemy's heads to gain an advantage in the quasi turn-based battles, collecting treasure, special moves, badges that you can equip in order to give you special powers, different costumes and more moves. You're also assigned a partner, each of whom (we believe there are around six, but there are probably more) has a special ability. For example, you can throw Koopa's shell about to hit switches, Madam Clouda can blow great gusts of wind and Yoshi Kid can hover-jump just like he did in Yoshi's Island, and in battles, throw eggs. Structure-wise, we've seen it many times before, both from Nintendo and a hundred other companies. But of course, Nintendo has managed to inject its own brand of proven gameplay into the mixture, and what it has come up with is so very special, so destined for legendary status that we wouldn't hesitate to call it the GameCube's finest. Yes, yes we know we say that every time another Nintendo biggie comes out, but we're only being honest. This is phenomenal stuff. We prefer it even to *Mario And Luigi Superstar*



# MUMMA-MIA!

**SUPER BOWSER BROS**

After every chapter there'll be a break in the RPG-ing and you'll get to do all kinds of crazy stuff in an effort to further the story. Among other things, you can get Peach to take a quick shower (and in one fell swoop, *Catwoman* is bettered in the sexiest game stakes), dance with a friendly computer in the form of a hologram that looks like her (don't ask), send an email to Mario's GBA (how does that work?), and even play the first level of the original *Super Mario Bros* – as Bowser! Which means that you can just smash everything out of the way and roast the enemies with your fiery breath. (Although this didn't stop the editor of XBM from dying multiple times – but then what do you expect, eh?)

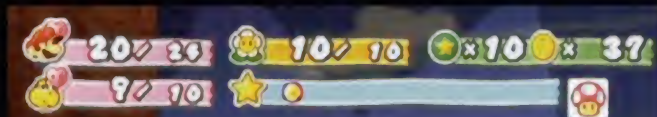




## THE CROWD ROCKS WELL

### EVERYBODY SAY "HOOOOO"

It might be scary in real life, but when it comes to videogames, fighting is always a laugh. As usual with a first-party Nintendo game, everything is deceptively simple. At first you'll be quite happy to just press **A** at the right moment to score maximum damage, and **B** to counter-attack. But before you know it, all kinds of other elements are introduced. For a start there is the crowd – please those watching the mushroom-flavoured violence and they'll throw stars your way – which can be used to perform defensive special moves. Perform badly and they'll chuck stuff at you, or conversely, your enemy. Also keep a lookout for any nasties in there, as they'll be only too happy to scamper off and loosen sandbags onto your head unless you quickly press **B** first. There's also the roulette wheel to keep in mind – getting three mushrooms in a row, for example, will give you health bonuses, but on the other side of the coin, three green mushrooms will halve your health and Flower Points sending the crowd running off in disgust. Devastating. Oh, the Flower Points? They're used to perform other special moves.



Translation: "You won." Actually that's not true. After levelling up you can choose to increase your health, Flower Points or Badge Points

How cool is the red Koopa Troopa – shades and goth accessories, he's got about 10% more attitude than his chav brothers.



Attack the arms first then the cereal box body.



## SHARDS OF JOY

Scattered around Paper Mario's world you'll find these star pieces, which can be exchanged for more badges. They're everywhere, so look around every corner.

ほしのかけらを ギャ

キレイな ほしのかけら



## CONTINUED

Saga, which frankly is up there with Wario Ware. And surely that says it all.

What makes this so good is how varied the game is. In just the first three chapters you'll earn enough special moves to make you think you've nearly finished the game... until you realise that you're not even half way through. You'll see some amazing sights, your mouth will drop open as yet another special effect unfurls in front of you (cor, aren't we shallow), and in the first chapter alone you'll get to fold yourself into a paper airplane. Yay! But we digress slightly... take, for example, the second Chapter. It takes place in a forest,

and while we could go on about just how stunning it looks (the backgrounds are composed of mostly black and white, along with the greyscale enemies giving everything an ethereal quality, only the odd sketch of colour stopping it looking as if the harsh, vibrant Mario has walked off your TV screen) but delve deeper, actually carry on playing the game rather than gasping at the sheer style on show, and you'll find a fiendish dungeon that plunges you into a territorial war between two sets of creatures, asks you to flip switches to raise water levels, break out of prison and finally tackle a massive pink robot. And then onto the next Chapter, which shows off yet another way of using simple, thick lines and colour to create an entirely different world and style. You're not even a quarter of the way through the game and you're being shown more graphical styles than you'd get in a shelf full of games, more varied gameplay ideas than we've ever seen.

From the tactical thinking that has to be done when the chips are down in a boss





**GO TO SLEEEEEP:** They might look like fun, but these are dangerous flowers which will send you to the land of nod in the middle of a battle!



Hit it in the tentacles! That should put a stop to it.



"And Bingo was his name-o. BINGO, BINGO!" \*clap clap\*

It's gambling but, y'know, for kids? Win stars and flowers, earn attacks.



fight, to the mad button-mashing exercises in wrist torture that allow you to make fight your way through a room swamped with thousands of jabbering skeleton koopas, to the battle that takes the form of a quiz show, it feels as if Nintendo has tried to squeeze in everything about games it loves into one small disc. But what strikes the most is how polished it feels. It's pointless going on about the gameplay because by now you know it's flawless. But really, these screens might look amazing, but the game looks a thousand times better on your screen. And that's all we can say, really. If you like Nintendo in any way

then this is essential. Nothing more, nothing less.

One other thing – we suggest that unless you're reasonably proficient in Japanese, at least wait until October and get the US version. Not only are some sections almost impossible without a translation (unless you're very patient), but you're also going to miss out on some quite hilarious dialogue. You're only going to experience 30% of the pleasure by rushing through the dungeons without being able to truly immerse yourself in *Paper Mario's* world. But October isn't exactly far away...

GARY

**"ITS FLUID GAMEPLAY MECHANICS AND FREEDOM SETS PAPER MARIO APART FROM THE STACKS OF SCRIPTED NARRATIVE-HEAVY BORE-A-THON RPGS"**

## PULP NON-FICTON

### DOG-EARED AND TATTY

This isn't called *Paper Mario* because it's a snappy-sounding title. You see, the whole game is based around the idea of everything being made of paper – one move enables you to turn sideways so that you can slip through narrow gaps, another will let you roll into a tube, and even better are the numerous special effects that you encounter at every turn. Press a switch and 'pages' will flip over, gradually building a bridge over a river. See a corner of a wall peeling downwards? Get your busty purple friend to blow a gale and it'll flutter, snap off and then ride away on the wind, revealing a secret door. The 2D-ness of walls also allows for some clever trickery – check out the screens below to see the first secret that we found.



## CUBE VERDICT

### PAPER MARIO: TTYD

UTTERLY AMAZING



#### VISUALS

Insert complimentary word of your choice here.



#### AUDIO

Lots of tunes, old and new. Can be very twee, mind.



#### GAMEPLAY

As good as you're going to get on the GameCube.



#### LIFESPAN

It's vast, and there's so much to do...



#### ORIGINALITY

This is similar to *Paper Mario* and *Superstar Saga*... so!?

#### ALTERNATIVE

Wonderful GBA role playing game starring your favourite brothers.

#### MARIO AND LUIGI SS

Reviewed: Issue 27

CUBE Rating: 9.2

## 2ND OPINION

**I FOLD!** "*Paper Mario 2* combines all the good things about Mario and the best things about RPGs. But wait for the US release at least, lest you miss the story like we have."

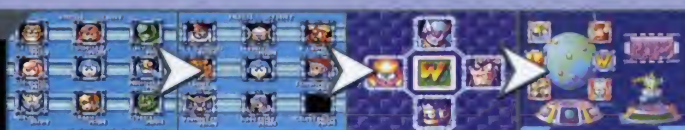
TIM

## FINAL SCORE

**9.4**

EVERYTHING YOU'D EXPECT AND MORE. ASTONISHING





He's a man, a Mega Man...

OLD MEGA MAN,

NEW ABILITIES

It's now possible to cycle through your different suits without having to visit a menu first. Not only is this very handy, it also helps to speed up the gameplay.

CUBE

INFORMATION

MEGA MAN ANNIVERSARY COLLECTION

PUBLISHER: CAPCOM

ENVIRONMENT: ATOMIC PLANET

PRICE: AROUND £20

ORIGIN: JAPAN

PLAYERS: 1

MECHANICS: 3 BLOCKS

STATS

■ 10 CLASSIC GAMES

■ PLENTY OF PLATFORMING ACTION

■ LOADS OF CLASSIC VILLAINS

■ PLENTY OF GREAT BONUSES



TBA

OUT NOW

OUT NOW



Will Capcom's love letter to its Mega Man fans do the series proud?

IT SEEMS THAT

everyone's jumping on the Retro bandwagon at the moment and it's with varying degrees of success. On the one hand you have Sega poorly rehashing its old classics for the PS2, while Nintendo has been having great success with its new Famicom classics line for the GBA. As much as we enjoy Nintendo's new range though, we can't help but wonder why they only deliver one game per cart when Capcom has managed to rustle up this little beauty.

Containing no less than eight full *Mega Man* titles (including an extra two locked ones), this is how all gaming compilations should be and Capcom is to be applauded for releasing such a comprehensive disc. What you're getting for just over twenty notes are

six NES titles, *Mega Man I – VI*, one SNES title, *Mega Man VII* and *Mega Man 8* for the PlayStation. Not a bad bunch by any means and it makes for a fascinating journey through Mega Man's early history. Just in case you've never played any of the 50 odd games that Capcom's boy wonder has actually appeared in, allow us to bring you up to speed – don't worry, it won't take too long...

Originally appearing on the NES, *Mega Man* was quite unlike any other title of the time and proved instantly popular with 'hardcore' platform fans. The beauty of our blue hero was the way he could tackle levels in any way he pleased. Don't fancy slipping around in Ice Man's icy realm? Then simply head over and give Cut Man a good seeing to instead. Oh,

# MEGA MAN ANNIVERSARY COLLECTION



**GOD IT'S TOUGH:** Like many games of old, some of these titles are incredibly hard to play through, even on easy mode.



⬅ Don't be fooled by the naff blue suit, Mega Man is one tough robot.

➡ Be warned, Mega Man games are far from easy, so take it easy.

⬆ Cycling through Mega Man's suits is an extremely useful skill

and when you had defeated a boss you gained control of his weapon, which in turn gave you the edge over any later bosses that you fought. There were certainly a lot of original touches in Mega Man's first outing and as the series progressed, new moves and abilities were constantly added. Eventually, Mega Man started to grow up and later titles saw Capcom experimenting with different variations of his already popular platform titles, as well as beat-'em-ups, RPGs and even a football title. Created by Dr Light, Mega Man's arch nemesis is the deranged Dr Wiley and every game sees Mega Man going up against a new group of robots that the evil Dr has created.

It's these early days that we're most interested in at the moment and considering the technical limitations of the original NES hardware, the first six games on this compilation are surprisingly accomplished and extremely enjoyable to boot. When we first got wind of this compilation, we excitedly began picturing updated remakes of the original games with brand new graphics and remixed tunes. Sadly, Capcom has decided to simply stick with the original versions, and while we were (ever so) slightly disappointed with the decision, it's hasn't harmed the overall charm of this great little disc one bit. Thanks to the glory of RGB, Mega Man's initial adventures

now look better than ever and have a sharpness and clarity that never would have been possible on the humble NES. Capcom has also addressed the flickering and colour clashing of the original games and the end result is a selection of delightful sprites that bristle with both energy and humour. Indeed, this is no more apparent than with the many bosses you face as you plough your way through the eight games.

From *Mega Man 1*'s chubby Guts Man, to *Mega Man 8*'s manically spinning Clown Man practically every single boss is an absolute delight. Of course, there are a few duffers to be found, but considering you have over 60 different opponents to battle against (and that's before you go up against the evil Dr Wiley and his many fortress creations) we're hardly going to moan. It's not all good news though, as some of these enemy robots can be complete buggers to kill and you'll need nimble trigger fingers and spot-on timing to best them. Indeed, crushing difficulty (both with the main game and the numerous bosses) is one of the only drawbacks we can think of and your first few games will be extremely frustrating.

The *Mega Man* series uses every platforming trick in the book and insists on throwing some very evil curveballs at you. Disappearing platforms, shifting blocks, instant death spikes

## HOW MANY EXTRAS?

THOUGHT TWO EXTRA GAMES WERE ENOUGH? THINK AGAIN.

Realising that eight full *Mega Man* games alone would still make gamers balk at paying out their hard-earned cash (shame on you), Capcom has added plenty of enticing extras.

Sadly they're not as full as those PlayStation 2 owners will be getting (we're missing out on the funky re-mixed tunes and an episode of the *Mega Man* cartoon) but they're still surprisingly good. First up are *Mega Man: Power Battle* and *Mega Man: Power Fighters*, two beat-'em-ups from the arcades. They're fairly enjoyable to play, but they're essentially boss battles and offer little lasting depth. They're a nice touch all the same though and bring the total amount of games up to a nice even ten.

The main bulk of the extras consist of early artwork, a few remixed tunes and (best of all) the exclusive GameCube interviews. Although it won't take forever to unlock everything, we're please that Atomic Power has delivered such a comprehensive package at so little cost.



⬆ The visuals may look a lot better, but this is still classic Mega Man.





As the series progressed, the visuals got much more nicer.



## CONTINUED

and unavoidable chasms are just a few of the hazards that will have you baying for blood, and that's before you've even got within sniffing distance of the level's boss.

Fortunately, you quickly get used to the steep learning curve and things definitely become easier as you gain access to your fallen enemies' weapons. Indeed, some bosses prove extremely susceptible to certain power-ups, so it definitely pays to experiment.

Also, several adjustments have been made to the original NES games to make them more accessible to today's casual gamer (and put them more in line with *Mega Man 8*). It's now possible to switch through Mega Man's various suits by using the and buttons and Mega Man has also gained the ability of rapid fire, something that our arthritis-wizened thumbs are very grateful about. Actually that's probably Mega Man's fault in the first place.

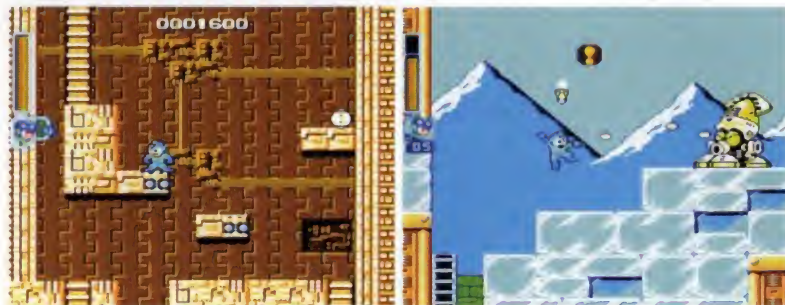
Perhaps the handiest feature Atomic Planet has incorporated into this great compilation though is the new Navi

Mode, which basically allows you to use the great menu from *Mega Man 8* in all the other titles and also gives you handy hints throughout the game. Of course, you don't have to use it if you don't want to (and purists of the series will certainly sneer at it) but it's a nice touch all the same. *Mega Man VII* and *8* are easily the most polished of the eight Mega Man games, but considering they're on much later machines, this it to be expected. And besides, the first six games still look and sound pretty damn good (you'll be humming the tuneful ditties long after the game's been switched off).

If you've never been a fan of Capcom's blue mascot, you won't really find anything here that will help change your mind. If however, you're after a collection of classic titles and love a challenge, you'll find that there's enough classic gameplay here to keep you going for absolutely ages.

Let's just hope other companies pay attention and deliver similar packages in the future, this means you Nintendo.

DARRAN



## THE MISSING MEGA MEN

### IS THIS THE FIRST OF MANY SUCH TITLES

Considering that the Game Boy Advance Compilation should be out by the time you read this, it's unsurprising that the original Game Boy titles never made it to the GameCube. Still, there's always a good chance that Capcom may serve up another compilation of past classics, especially when it has the *Mega Man X* collection waiting in the proverbial wings.

The X series first made its appearance on the SNES and did away with many of the original *Mega Man* cast (including Mega Man himself). *Mega Man X* was a new improved model and the extra capabilities of the SNES (and later on, the PlayStation and Saturn) meant that everything looked and played better than ever. Mega Man X's adventures continue today on the Game Boy Advance, but we'd give our left legs to play the original incarnations. Go on Capcom, you know it makes sense.



Shooting and jumping, pretty simplistic but good fun.

**"THE MEGA MAN SERIES USES EVERY PLATFORMING TRICK IN THE BOOK AND INSISTS ON THROWING SOME VERY EVIL CURVEBALLS AT YOU"**

## CUBE VERDICT

### MEGA MAN AC

A SUPERB COLLECTION OF GREAT GAMES



#### VISUALS

The NES titles are pretty simplistic, but they're more than acceptable.



#### AUDIO

Plenty of good tunes, but a shame we didn't get the PS2's remixed.



#### GAMEPLAY

This is old-school gaming at its very best, be wary of the difficulty though.



#### LIFESPAN

With 10 games to play through, this will keep going for ages.



#### ORIGINALITY

Not the most original of games by any stretch of the imagination.

#### ALTERNATIVE

Some great little titles, but unfortunately, not enough of them. Ah well.



#### NINTENDO PUZZLE COLLECTION

Reviewed: Issue 17 CUBE Rating: 7.0

## 2ND OPINION

**OLD-SKOOL!** "I'm not a huge *Mega Man* fan, but this is great value for money for any old-skool platforming fans."

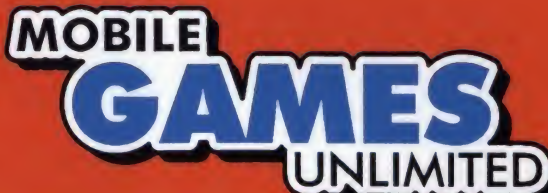
CHANDRA

## FINAL SCORE

# 8.5

A GREAT COLLECTION THAT SETS A NEW BENCHMARK FOR FUTURE RETRO CLASSICS





<b>NOKIA</b>		<b>NGage</b>		<b>S155</b>	
3410	A	6600	E	MC60	
3510i	B	<b>SAMSUNG</b>		<b>MOTOROLA</b>	
6310i	B	Z100	E	7720	
3100	B	Z105	H	T720	
3200	D	E700	I	V300	
3300	D	S300	S	V500	
5100		<b>SHARP</b>		V525	
6100	D	GX10	P	V600	
6610	D	GX10i	P	<b>SONY ERICSSON</b>	
6800	D	GX20	K	T630	V
7210	D	GX30	L	Z600	V
7210i		<b>SIEMENS</b>		<b>SAGEM</b>	
7250	D	C60	M	My V65	V
7250i	D	C55	N	<b>LG</b>	
3650	E	M50	P	5300i	
3660	E	M55	P	5400	
7650	E	S55	P	7100	



# games™

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but I have needs...  
gaming needs

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# CUBE

ISSUE THIRTY SIX



How many members of **CUBE** does it take to screw in a lightbulb? One – we're not stupid!

YOUR LETTERS

## VIEWPOINT

**88** Lots and lots and lots of letters, all with some phallic undercurrent! Or so the titles would have you believe.



### FORUM FRENZY

**92** More picks and poops from the TGN forums. This month it could be you!

## CHEATING MONKEYS

**98** Who cares about Minkeys? Mix a monkey and a frog and you get a funky. If you use your imagination. Ouch, get off me!



## BEAT THE WORLD

**92** Check out how your skills rate against the people who could be arsed to send in their scores on some of the GameCube's top titles!

## ADVANCE

**114** Little games for little consoles – but that doesn't make them any less 'big' in grandeur, if you catch our dubious drift.

## ANIMAL CROSSING DIARY

**120** See what the folk of Alftown are up to with everyone's favourite villager – Mart.

## DIRECTORY

**122** A big fat list of all the games we've ever reviewed, plus some 'funny' bits down the sides.

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GUIDES

**BEAT THE WORLD**  
See if you can beat our... ahem, high scores. You can do it, really, it'll be cool.  
**94**

**BACK ISSUES**  
But are they art? Course they are – Steph did them.  
**128**

# SPLINTER CELL

## PANDORA TOMORROW

**102** It's nearly over – the big guide that uncovers all of Sam's secrets.

REGULARS



# CUBE

ISSUE THIRTY SIX

## VIEWPOINT

**HEY KIDS, WHAT TIME IS IT? IT'S LETTERS TIME!  
YAAAAAY! HACK. COUGH. WHEEZE.**

Okay, you can shut up about Sonic Heroes now. There's got to be more interesting things out there to talk about.

### GET IN TOUCH

You've got no excuse not to get in touch with **CUBE**. We're always waiting to hear from you, because we love you!

#### EMAIL

To be sure they land in the right place, aim your emails at [CUBE@paragon.co.uk](mailto:CUBE@paragon.co.uk)

#### LETTER

**CUBE**, Highbury - Entertainment Ltd, St Peter's Road, Bourne, Lincs, LN4 1JL

#### SMS TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.

#### PHONE

Call the **CUBE** team any time between 4pm and 6pm weekdays on 01202 209335.

#### FAX

Or you can send your letter to us by fax on 01202 299955.

088

CUBE

RANT ON!

### STANLEEEEEEEY!

⌚ I wrote to you but you still ain't callin', I left my cell, my pager and home phone at the bottom. I sent two letters back in autumn, you must not have got 'em. There was probably a problem at the post office or something, sometimes I scribble the addresses too sloppy when I jot 'em. But anyway, what's been up man, how's your Chandra? My mate likes the new *Zelda* too, he thinks it's really solid. And if it's better than *Ocarina*, guess what I'm gonna call it, I'll name it immortal. I read about Gary leavin' too, I'm sorry. I had a friend kill himself over NOM who didn't want him. I know you probably hear this everyday, but I'm your biggest fane, I even got those early issues back to 4 and 5. I got a room full of your posters and your issues man, I like your free discs too, those discs are phat. Anyways, I hope you get this, man, hit me back, just a chat.

Truly yours, your biggest idol, this is Simon.  
**SIMON JACKSON, SOUTHBOURNE**

**CUBE: Don't make us slap you.**

### ANYONE FOR A PINT?

⌚ Hello **CUBE**, Sonic fans and non-Sonic fans, I bet you can guess what this letter is about. Yes, *Sonic Heroes*. I have been a fan of Sonic since he existed but I am a fan of Mario too. Until recently I hadn't realized that Mario doesn't actually look cool, he has the worst fashion sense I have ever seen but he has mostly awesome games. And Sonic looks really cool and also has mostly awesome games BUT his games have gone on a downfall starting from *Sonic Adventure 1*. I own *Sonic A2B* and it is okay, I enjoyed it a lot, (apart from Knuckles and Rogue's bloody missions!) the story was decent, the controls are pretty screwed as is the camera but on the whole the game is pretty good.

Now then, *Sonic Heroes*, I don't want to say how much I hate it because that is annoying so I will just give my opinion like **CUBE** was saying in last issue, because I am with **CUBE** all the way here. I think *Sonic Heroes* is a piece of crap that was cleverly lasered onto a disc somehow. Worst Sonic game ever! It is just like a film licence

game, everyone enjoys where it is copied from but it is usually guaranteed crap and I and many others feel *SH* is. That's how it got to number one in the charts, DO NOT WASTE YOUR MONEY! READ **CUBE**! Every game I have bought (with the exception of *Sonic A2B*) **CUBE** have given a great score and I have found that every game I own is brilliant! Anyway back to the point, Mario is great, Sonic is great, you can argue all you want against it but that is MY opinion and you can't say that is wrong.

All in all the Sonic Team have bitten off more than they can chew making this game and it shows. Get your act together for the next game guys! You could just make another like *SH* and please hardcore Sonic fans but please us all by putting in extra effort and research into it and we could be faced with a good Sonic game! (Maybe.)  
**PATRICK BLAKE, 13, WORCESTERSHIRE**

PS Was that a picture of *Conker's Bad Fur Day* updated in the last issue?

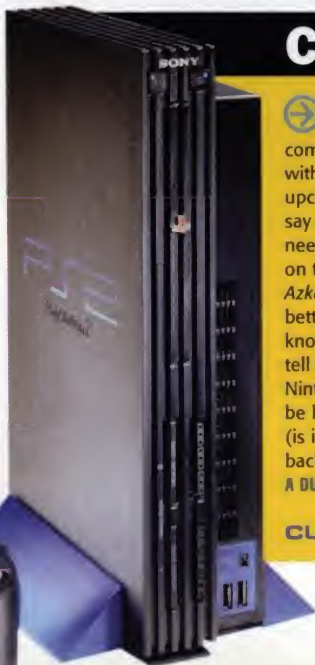
**CUBE: Nah, it was from the new Xbox one, the scab.**

## CUBULAR BELLS

⌚ I have decided to get rid of my PS2 and get a GameCube, no longer will I have to put up with boring serious simulations coming out month after month. It's hello to fun, fun, fun with the likes of *Mario Double Dash* and *Golf* and the upcoming *Tennis*, and *Star Fox 2* etc. I won't be sad to say goodbye to the DVD player or CD player, all the joy I need for gaming is in the GameCube. My final decision on the matter was *Harry Potter And The Prisoner Of Azkaban* when I saw a review saying the graphics were better on the GC than on the PS2 (and I didn't ever know the GC had better graphics, somebody needs to tell the rest of PS2 players!) I used to own a Super Nintendo and the N64 and even though I'm 34 I am glad to be back with Nintendo, there will be no PS3 for me only the N5 (is it?) and the promise of one of my all time favourites coming back... *Pilot Wings*...

**A DURHAM, BLACKPOOL**

**CUBE: You made the right decision, but we would say that, wouldn't we?**









### HI-HO WOLVERHAMPTON

I have some very sad news. I myself love Nintendo and love the GC. However, it is hard to swallow that Nintendo have made some major, major mistakes with the GC. For instance not releasing the Panasonic Q, which would have ultimately destroyed Sony and Microsoft from the gaming industry. Releasing the GC in purple, yes it may have made the console stick out from the rest, but it made it look girlish.

Then we come to the games, why-oh-why are Nintendo still making *Zelda* games? I myself love *Zelda* and love *Wind Waker*, but hasn't anybody noticed how similar all the *Zelda* games actually are? In *Link To The Past* you had to collect three necklaces, in *Ocarina Of Time* you had to collect three jewels and in *Wind Waker* you had to collect three pearls. In each game you have to collect the Master Sword. In each game you have to face Ganondorf. In each game you are saving *Zelda*. In *Ocarina* you have a musical flute, in *Wind Waker* you have a musical baton. Nintendo needs to sort out the mess the *Zelda* series is in. I think that when a new *Zelda* is released Nintendo just start from the beginning again and then use the same ideas as the previous games... WHY!? Look at what Nintendo did with *Metroid* – changed the game from a 2D

side-scrolling shoot-'em-up to a fully 3D world but yet why in every *Metroid* do you have to find the same items: the Morph Ball, Missiles, Ice Beam etc. Nintendo were right by changing the game to make it more for adults with more fierce gameplay.

Now we come to advertising, Nintendo as many, many people have said before that Nintendo do not know how to advertise at all. They advertise the wrong games at the wrong times. They should advertise games like *Pikmin*, *Mario* and *Wind Waker* at times when programs such as CITV are on. And give away GCs with these games on those kinds of programs because it's games like these that are giving Nintendo a babyish look (I love *Mario*, *Pikmin* and *Wind Waker*, but it's true). Then advertise games like *F-Zero*, *1080° Avalanche*, *Eternal Darkness*, *Resident Evil Remake*, *0 and 4*, *PN03*, *Viewtiful Joe*, *Killer 7*, *Mario Kart*, *Custom Robo* at times when big movies are on or at times such as 6.00pm to 10.00pm. This would show those casual gamers that Sony brought into the gaming industry that Nintendo don't just make babyish games.

To me, it's not about what a game look like, it's how it plays that counts! Just a shame none of these casual gamers have realised, they just walk into a shop, look at the picture on the back (none of them can read!) and say: "Wow, this looks cool!" and then they buy that game. These are the people that don't read reviews they just

Nintendo should sort out its advertising, in the Eighties it was prevalent – even had cartoons.



look at the screenshots and start drooling (now I have to admit I have done that), these are the people who skip the writing in games so they don't know what they are doing, they skip cut-scenes so when they complete games they have no idea what the story line was!!!

Come on Nintendo, show 'em what you're made of!!!

RICHARD ROGERS, WOLVERHAMPTON

PS Believe me I am not saying that *Mario* or *Zelda* are babyish, I'm saying it through the eyes of casual gamers! I love *Mario* and *Zelda*.

**CUBE: The *Zelda* series is in a mess!! Ah well, up the Wolves!**

### LENGTH

I found that Nintendo are the only people capable of making games that last longer than a week to complete. Most games from other developers are short and you often feel like you haven't got your money's worth. Take games like *Wind Waker* for example. Even though it is a short *Zelda* game in comparison to its predecessors, it still takes a fair time to complete.

## RETRO OR JUST OLD

As much as I love modern-day titles, I have to disagree with your article on retro gaming. At the moment I'm mid-way through replaying both *Super Mario Sunshine* and *Metroid Prime*, both awesome titles in their own right, and true Nintendo classics, but other than *Metroid Prime* Nintendo's GameCube sequels have never managed to recapture what made them so brilliant in previous editions.

*Sunshine* is brilliant, but still a shadow of *Mario 64* and while I'll always love *Wind Waker* (until perhaps the new *Legend Of Zelda...*), *Ocarina Of Time* and *Majora's Mask* still feel superior, and get played through far more often than their GameCube counterpart. I regularly go back and play titles like *Super Mario Bros* and it remains my favourite game Nintendo have ever produced – just plain, simple, raw gaming.

Another example is *Halo*. For all it's critical acclaim, it doesn't come anywhere near the brilliance of *GoldenEye*. For all the graphical updates, refined control schemes and the like, *GoldenEye* remains far more playable merely for the fact that, in terms of design, it's still unsurpassed; it doesn't matter if control over your character is a little rough around the edges if you build such a stunning game around it, something that *Halo* failed to do, in my opinion.

However I do agree with you on the *SSBM* front. It amazes me how so many people can ignore such major flaws. I did enjoy playing through it, without a doubt, but beyond the sheen of colourful graphics and frantic 4-player, it's a shallow mash-fest that gets monotonous in no time. I think 8.3 is the absolute highest score it should get, however much this may upset avid fans.

Finally, I'd just like to say good luck to Gary, I'm sure everyone will miss his classic quotes regarding double jumps and meat, although if it means you'll give me his job, I'm sure I'll be able to face seeing him leave. Thanks.

RICHARD LAMBETH, CUMBRIA

**CUBE: When we talk about retro gaming (spit, can't believe we stooped to using the term again) we're not talking about games from six or seven years ago. We're talking about games from another era, ie the Eighties.**



You'll find us hanging around XBM's desk asking for goes on *Halo 2*.





- ⊗ THAT PICTURE OF MILES GAVE ME NIGHTMARES  
CUBE: Uar, you loved it!
- ⊗ PRINCE OF PERSIA SOT ROCKS  
CUBE: Isn't sot rocking legal?
- ⊗ IN CM WOT A THE DIMENSIONS OF THE DS  
CUBE: About this big by so long.
- ⊗ I READ ABOUT U HAVIN THE SEXIEST TEAM OF ALL MAGS, I WANT TO C THIS AMAZING TEAM, POSTER, NEXT ISSUE!  
CUBE: We're a bit less sexy since Steph left :)
- ⊗ PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE LET OF WORK FOR CUBE  
CUBE: We think not.
- ⊗ WIL U USE A STYLES ON THE DS  
CUBE: We do everything with style.
- ⊗ IVE SEEN UERSUS. YOU'RE RIGHT, IT IS GOOD. ONE OF THE BEST. WILLY B  
CUBE: We're always worth listening to.
- ⊗ IS REVOLUTION THE OFFICIAL NAME 4 THE CUBES SUCCESSOR.  
CUBE: Working title. You know Nintendo's people take ages to settle on something they like.
- ⊗ HAVE YOU EVER PLAYED THE JAPANESE VERSION OF SONIC HEROES IT'S A LOT HARDER. LEVEL 1 IS TWICE AS LONG  
CUBE: Really?
- ⊗ BRING BACK 'MAN IN THE PUB' FROM DREAMCAST MAG. HE WAS THE ONLY PERSON WITH A PERMANENT CHIP ON HIS SHOULDER.  
CUBE: He's bogged off to Gloucester to sponge off his mum.

LET'S TALK ABOUT TEXT

## DEBUGGER OFF

⊗ G'day **CUBE**. I'm a long time **CUBE** fan, I've tried to buy every copy of the magazine that I could find. In this letter I'll be talking about your cheats discs, which have been very helpful by the way.

Firstly I'd like to ask you if you could please put some of *The Sims Bustin' Out* cheats that you listed in Issue 29 on your Action Replay discs as soon as possible. I'm asking this because I tried the codes that the monkeys came up with and they didn't work.

Secondly, I want to know exactly what 'de-bug' is, because it comes up a lot and I don't know what it is. I know that it's some sort of cheat mode but it is very confusing.

Finally, I'd like to tell everyone out there who's cheat discs don't work that giving them a quick spit-clean normally gets them going.

ANDREW FITZPATRICK, VICTORIA, AUSTRALIA

PS If you print this letter it would be a dream come true.

**CUBE:** Yeah, sorry. The monkey's royally arsed up with *The Sims* cheats. Rest assured they were flogged and they won't do it again. De-bug options are test modes for the benefit of the developers when they're debugging (hence the name) the game. Sometimes debug modes are left in when the game is complete, and can be accessed with a bit of code-related trickery.

## NEKKID AND BLURRY

Do you all think it would be great to see Samus without her uniform on? You all rule. Liz rocks like Gary mocks.

**CUBE SAYS:**

Not all of us, no, just Miles. Check out the hilarious back page this month. That's right it's satire.

## SHABBA TAMPAX

⊗ A few years ago I stumbled across an internet competition to get mentioned in an upcoming *MGS* game. You entered your name into a database which generated a code name. The winners would have their names put onto the dog-tags carried by the guards. I have realised the game mentioned was *Twin Snakes*. The code names were really random mine was Sniper Raccoon or something. Just thought you'd like to know.

MICHAEL PEAKE, STAFFS

**CUBE:** Excellent randomness.

got exactly the same score as the first time you reviewed them? Also *James Bond Nightfire* is complete and utter rubbish. You wander around pressing the shoot button until you have won the game. You gave it a high score to start with and it still has a too high score. It should have been 4.0. Why did you put *Super Smash Brothers Melee* under it? *SSBM* is brilliant in multiplayer and single player. There are loads of modes and it is great fun. You say it revolves around button bashing, but you're never going to unlock everything with button bashing and there is always a sure-fire way to beat someone who button bashes. Try and beat Event Match 50 or 51 with button bashing! *SSBM* deserves 9.2, not 8.3 or 7.5.

ALEX THOMA, 9, TYLERS GREEN

**CUBE:** Gary says get over it.

## DONKEY SCHLONG

⊗ I just have to say how extremely happy I am that the new *Zelda* is going to be realistic. It's not that I didn't like the cel-shading, but I've always imagined that this is how *Zelda* should have been. When I first saw the screenshots, I must have sat staring at them for about half an hour before realising that I still had the rest of the magazine to read. I can't wait for this to come out!

I'd just like to add that **CUBE** is by far the best mag around. I have every issue and have never had any problems with any of them. However, I would just like to draw your attention to page 5 of Issue 33, in particular the picture of Donkey Kong. Now is it just me or does his middle finger look a bit dodgy, in that it doesn't look like a finger, but more like something else...

THOMAS GORDON, DERRY

**CUBE:** We just looked. Yikes!

Other games like *Metroid Prime* and *SMS* also take more than a month to complete. I'm not saying that Nintendo produce really long games because Luigi's Mansion and *Wario Ware* were both short games and were rightly criticised for it.

But take a look at games from other developers: *StarFox Adventures*, *Everything Or Nothing*, *Rebel Strike*, all of these were short games that lasted longer than a week. Even the mighty *Prince Of Persia* was over too quick (but made up for that by achieving perfection in every other department). The multiplayer game that Nintendo make also last a long time. Games like *SSBM* and *MK:DD!!* have such massive replay value that you get maximum play for your £40.

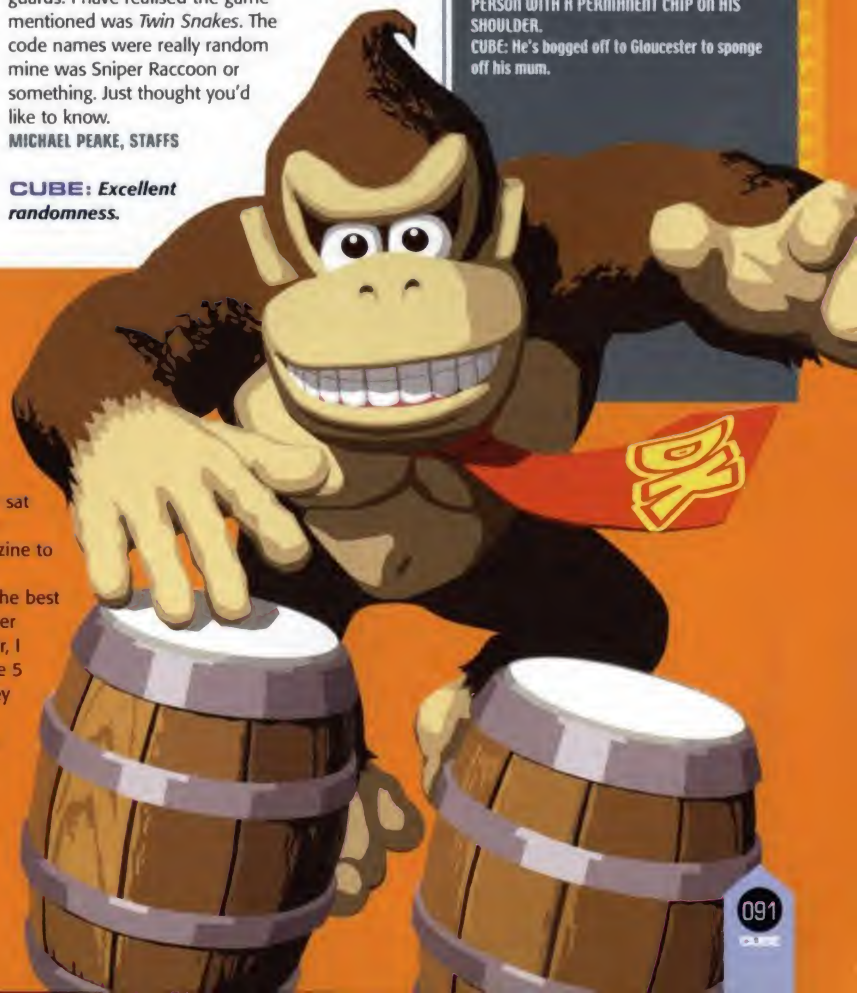
People think that games should be short because people these days [anyone else a bit bored by this? - Tim] have short attention spans, but no. This is why the PS2 exists and why it is flooded with casual gamers. People may think that the solution is to make games harder so they can still meet deadlines, but this is not the solution. People get frustrated and unless it is a brilliant game (like *Metroid Prime*) they will lose interest and give up. The answer is to include more unlockable features and make the storylines longer. All developers should take a leaf out of Ninty's book.

PHILLIP PURCELL, LEYLAND

**CUBE:** Great. Now we're in for a flood of 'check me out, I completed *Wind Waker* in four and a half minutes' type letters. Cheers pal!

## GIRTH

⊗ I want to complain about your budget round up reviews in Issue 32. Why did you do if half the games you re-reviewed





# CUBE

ISSUE THIRTY SIX

## FORUM FRENZY

**THESE ARE THE** quiet summer months, when all the good games are delayed until December and the only important things to talk about are music, books and films. We're a cultured lot, that's what we is. Oh wait, people are still going on about Sonic Heroes too... hmmm maybe we should just call the whole thing off. Sunshine is bad for you anyway. Best stay in and look at the internet. You can make friends and develop a lovely, palid complexion into the bargain!

### USER PROFILE...

**NAME:** Sean  
**USER NAME:** Apocalypse Dude  
**OCCUPATION:** Fridge-lovin' hobo  
**FAVOURITE GAME:** Legend Of Zelda: Ocarina Of Time

Please comment on why something as irrelevant as gaming plays such an important part in your so-called life:

Why? Because I'm an unashamed geek, that's why. I've always had an over-active imagination and find myself easily bored, but games have always been exciting and stimulating.

Why on earth would I want to sit around watching *Big Brother* and thinking about paying the gas bill, when I could be hitting frogs with mallets or leaving giant banana skins all over a race course?

It's real life that's irrelevant. Give me a bunch of friends, a couple of bottles of Jagermeister, copies of *Mario Kart*, *Goldeneye*, *Halo* and *Gitaroo Man* and I'm a happy man.



### POSTS WITH THE MOSTEST

- 1 *\*bows down to all mighty miles\**  
number\_14  
*'First off no one knows how old Amy is. For all you know you could be insulting a child'*  
Master hunter
- 2 *'I read on the internet that God was going to make Adam and Steve, but started messing about and came up with Eve. Eve and Steve apparently looked very similar.'*  
Zander Version 1.0
- 3 *'You guys are too nice with games. Come on, we want games torn to bits! We want scores of 1 and 2!'*  
ApocalypseDude
- 4 *'I'll hammer some arse like you wouldn't believe...'*  
Third Eye
- 5 *'Some sort of mysterious power prevents my walkman from playing any of my old Iron Maiden albums'*  
Smokinfish
- 6
- 7



### HONOURABLE MENTIONS

We have to thank david\_reed48 and Zander version 1 again for all the effort they've put into building something with a real flavour of community, Rhinox because he's still the funniest, and most mysterious person alive even after all this time and Theory of Games, for proving that you don't need decent taste in music to enjoy it.



### HOT TOPICS...

#### LAYING THE SMACK DOWN

##### TGNENDERS...

our very own 'soap', courtesy of david\_reed48 and Zander version 1. We're all very honoured. Also, the BNP are slammed for doing what they do best - being racist.



### YESTERDAY'S NEWS...

#### PICKING UP TEETH

**THE DS...**  
look, we'll just have to wait and see, okay? Keep reading these here pages for more info...



**TOTAL GAMES .net**

**WHERE IT'S AT!**

To find out what all the fuss is about, why don't you check out the forum yourself - if you haven't already. Getting in on the action couldn't be easier...

#### STEP ONE:

Get yourself online. It's fairly simple - most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first - it might be a better idea to go to an internet café. If you're very lucky, you might be one of those people who have a computer at home.

#### STEP TWO:

Type the following into the net browser window: [www.totalgames.net](http://www.totalgames.net) then click on the FORUM link. This will give you read-only access to the forum. To get in on the fun you'll have to register - you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).

#### STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple - heck, even the CUBE team did it.

Thread	Posts
The official forum for the new adult entertainment website 'TGNenders'...	407
All PlayStation 2... off the line... what's about this forum's about... it's owned by the team that made the DS...	1000
You'll find the team from what we have ready to... the DS...	2000
If you've got something to say about... the DS...	1000



# THREAD OF THE MONTH



Bile, detestation, anger, all vented on the **CUBE** forum and mostly directed at us. It's nice to be popular and so well thought of by internet users.

Viewing forum: GameCube

Back Forward Stop Refresh Home Autofill Print Mail

http://www.totalgames.net

Live Home Page GameCube Apple iTools Apple Support Apple Store Microsoft MacTopic MSN Office for Macintosh Internet Explorer

Author	Re: Best Game Deaths
Author: teatorcoffee: ★ ★ ★ ★ ★	It can be any kind of death.
Author: ilweran ★ ★ ★ ★ ★	I liked turning Lara croft into gold in TR1
Author: Retroid ★ ★ ★ ★ ★	Sonic the Hedgehog and the way he used to bounce off screen.
Author: Pancake_man ★ ★ ★ ★ ★	Life's a game (apparently) so if you want it to be the most realistic then when you actually die is probably the best
Author: SuperAI ★ ★ ★ ★ ★	I thought when you jumped of a huge cliff and hit the floor on Tomb Raider was cool. Diving from the top of a level, and end up in a total heap on the floor.
Author: Android18a ★ ★ ★ ★ ★	I liked it on Commander Keen 4, where when you died, as Keen bounced off screen, if he hit another enemy/trap, he'd die again and again until he had a free route off the screen. Long spike pits were hilarious to see him hop across the whole pit before finally dying.
Author: Kizzerz ★ ★ ★ ★ ★	Ryo Hazuki's daddy
Author: Muse_The_Fith ★ ★ ★ ★ ★	There are some great ones in Knights Of The Old Republic... frying innocent people in Sith cells never fails to amuse.
Author: Master hunter ★ ★ ★ ★ ★	Paul's in Eternal Darkness
Author: RenOfHeavens ★ ★ ★ ★ ★	'Ryo Hazuki's daddy.' 'Father? Noooooooooooooo!' That's a brilliant cutscene - it teaches you that Lan Di is TEH DADDY.
Author: Maynimemina ★ ★ ★ ★ ★	'Paul's in eternal darkness' I was thinking that too, all that work, just to see him as some chunks of flesh and splayed blood around the area.
Author: Twista ★ ★ ★ ★ ★	How about the tyrant in the original Resi You think you've got him but in reality you know he isn't really dead until your blow him to smithereens with the rocket launcher
Author: Ferrari ★ ★ ★ ★ ★	Alex Kidd. Whooa, Whooa, Woo!
Author: Dr. Drake Ramoray ★ ★ ★ ★ ★	Or when you use a rocket launcher on a guard in Perfect Dark or GoldenEye. Or, maybe, when you blow up a car in True Crime and you see the person running around on fire.
Author: isolatephazon ★ ★ ★ ★ ★	In Perfect Dark when you beat the skedar king
Author: Rhinox ★ ★ ★ ★ ★	AVP, firing a spear into someone's head, taking the head off and sticking it to a near by wall.
Author: Retroid ★ ★ ★ ★ ★	The best death ever has to be Ganondorf in the Wind Waker, it was just an amazing way to die and I never expected it from a Nintendo game.
Author: Smokinfish ★ ★ ★ ★ ★	DOOM all the way! The way your marine's face gets more and more mangled until it has no real shape is the best part of the game!
Author: Ice 9 ★ ★ ★ ★ ★	The MK fatalities were always pretty cool. I like the Aeris death a lot due to how much it changed the storyline from 'another good game' to 'amazing film storyline' not many other playable characters have died in a game before.
Author: Haku ★ ★ ★ ★ ★	I like SC2 KOs String together throws and watch your friends get bored and irritated...
Author: Tricky ★ ★ ★ ★ ★	Most of the Skies Of Arcadias deaths were very cool... I loved the fact that all the generals actually died of their own means, rather than the quite empty way of killing them yourself... they actually DIED, not killed.
Author: stormyinthnorth ★ ★ ★ ★ ★	Death on Gods on the Amiga was cool, you exploded into a load of screaming skulls! Also in Nemesis The Warlock on the Spectrum, you would cut down an enemy with your sword and sometimes their dead body would buck and flail about, a skeletal arm would thrust out of the stomach and a zombie would rise out of their corpse. Just about the most disturbing thing I ever saw in monochrome graphics!
Author: *Nutty*	Ninja - MGS
Author: penis envy ★ ★ ★ ★ ★	The acid bath in Clock Tower 3. That was absolutely awful. I still feel sick when I think about it.

Post Extras: [Icons]

Internet Zone

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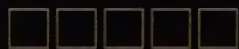
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JUL - DEC 2003



# BEAT THE WORLD



ISSUE THIRTY SIX

## RECORD BREAKER

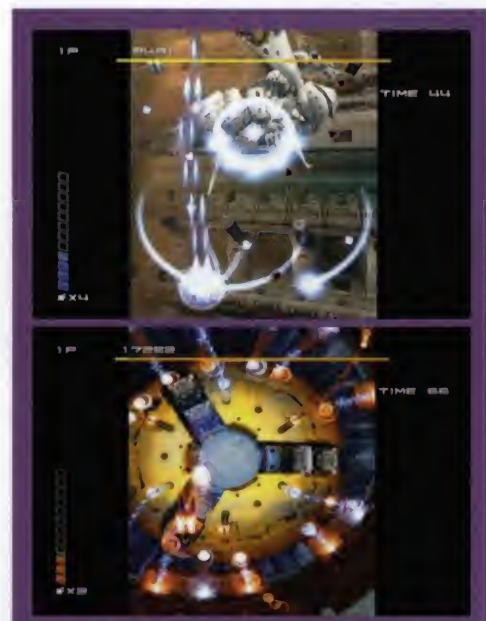
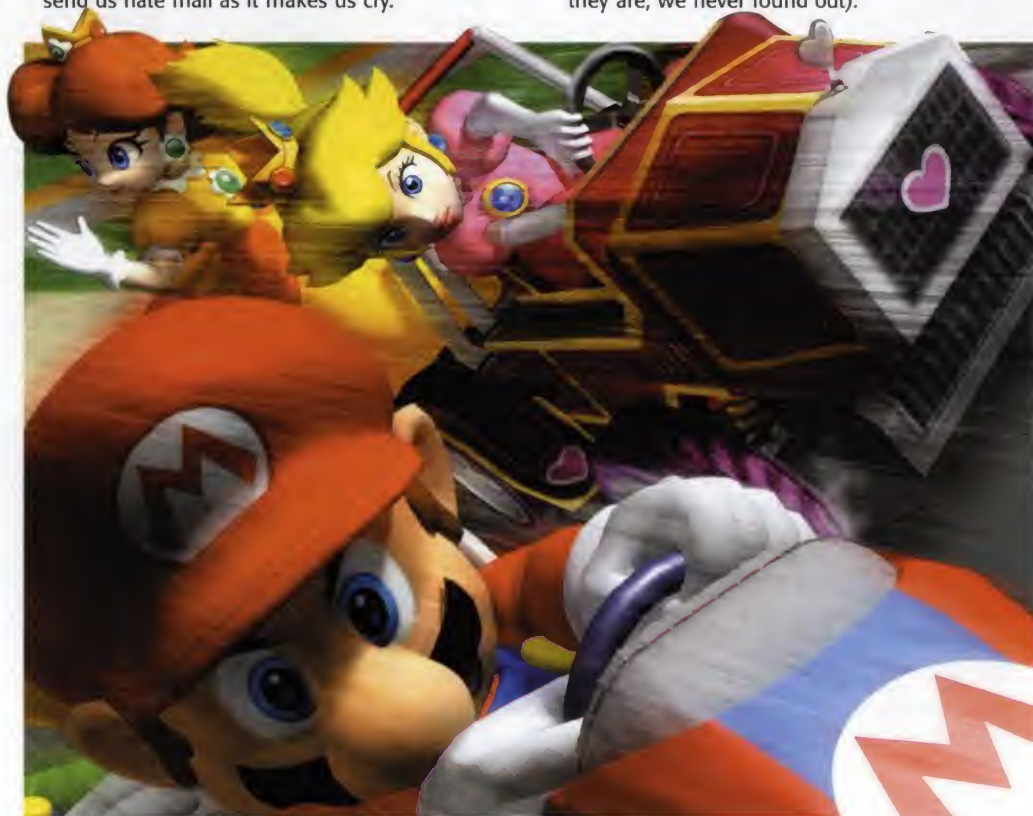
'If you can't beat them, join them', as the saying goes. What tosh. If you can't beat them, close the curtains, unplug the phone and try again! Then you can, send in your scores and be as famous as Miles! Fantastic.

Simply play one of the games listed below (make sure you choose one that you're good at, obviously). Beat one of the times/scores, send it in and you'll see yourself in print! It couldn't be easier. Unless you got a cheating monkey to do it for you...

### HERE'S THE BORING BIT THAT DOESN'T INVOLVE GETTING YOUR NAME IN PRINT:

■ Unfortunately, due to the 'large' amount of entries, there won't be any prizes. Please don't send us hate mail as it makes us cry.

- No punching, kicking or hitting below the belt. Enter as many challenges as you like and send in bribes at your leisure. That rock we got sent with that letter was nice, but we'd rather have something less sticky next time. Cheers.
- Remember the three P's: Photos, philms and proof. We want evidence, and it can only take the form of something we can physically bend with our hands. So no digital pictures!
- Play nicely. We don't like player-haters (whatever they are, we never found out).



### IKARUGA

ARROOGAA! This game rules. End of.

**LEVEL SCORE CHAIN NAME**

Challenge Mode

Ch 1	103030	2	Tim Empey
Ch 2	-	-	?
Ch 3	-	-	?
Ch 4	-	-	?
Ch 5	-	-	?

Prototype Mode:

Ch 1	-	-	?
Ch 2	-	-	?
Ch 3	-	-	?
Ch 4	-	-	?
Ch 5	-	-	?





## SUPER MARIO KART DOUBLE DASH!!

Going around in circles was never such fun.

### MUSHROOM CUP

Course	Time	Name
Luigi Circuit	1:19:374	Dave Every
Peach Beach	1:12:370	Dave Every
Baby Park	1:05:932	A. Thomas
Dry Dry Desert	1:38:133	Jonas Pettersson

### FLOWER CUP

Course	Time	Name
Mushroom Bridge	1:25:224	Dave Every
Mario Circuit	1:32:863	Jonas Pettersson
Daisy Cruiser	1:43:377	Dave Every
Walugi Stadium	1:44:923	Dave Every

### STAR CUP

Course	Time	Name
Sherbet Land	1:18:947	Dave Every
Mushroom City	1:41:138	Dave Every
Yoshi Circuit	1:46:741	Dave Every
DK Mountain	1:50:011	Jonas Pettersson

### SPECIAL CUP

Course	Time	Name
Wario Colosseum	2:07:276	Dave Every
Dino Dino Jungle	1:52:014	Dave Every
Bowser's Castle	2:28:889	Dave Every
Rainbow Road	3:08:053	Dave Every



⬆ You might have noticed that Steph isn't with us anymore, which has caused much...



## 1080° AVALANCHE

Gaming to the powder of 1080.

### EASY

Course	Time	Name
Ski School	50'91	Dave Every
Tenderfoot Pass	44'09	Dave Every
Frosty Shadows	48'81	Dave Every

### HARD

Course	Time	Name
Power Threat	45'86	Dave Every
Tree Top Trauma	1'04'28	Dave Every
Grits N' Gravy	53'01	Dave Every
Trestle Trouble	1'25'62	Dave Every

### EXPERT

Course	Time	Name
Revolution Cliff	1'09'90	Dave Every
Midnight City	1'35'22	Dave Every
Rotted Ridge	1'06'64	Dave Every
Diesel Disaster	1'15'13	Dave Every
Sick with it	1'29'42	Dave Every

### EXTREME

Course	Time	Name
Top Tree Mama	1'04'79	Dave Every
Treble Tussle	1'25'75	Dave Every
Evolution Riff	1'09'96	Dave Every
Sid's Night Midi	1'35'28	Dave Every
Dazzlin' Teaser	1'14'66	Dave Every
Wit's Thicket	1'29'22	Dave Every



⬆ ...sadness among the rest of the CUBE team.



## TONY HAWKS UNDERGROUND

Underground, overground, skating free...

Level	Score	Name
New Jersey	—	?
Manhattan	—	?
Tampa	—	?
San Diego	—	?
Vancouver	4,888,028	Thomas Davell
Hanger	—	?
School II	—	?
Venice	—	?





# BEAT THE WORLD

## RECORD BREAKER



↑ Steph was/is a great lass, very funny, witty and had suprisingly great taste in music. And of...

↑ very beautiful. She even put up (and gave as good as she got) with Miles' 'hilarious' double entendres.



### SSX 3

All aboard for the high scores

#### PEAK 1 SCORES:

Course	Score	Name
R&B	1093421	George Mulkerrin
Crow's Nest	204,999	Dave Every
The Junction	733,433	Dave Every
Happiness Jam	462,951	Dave Every
Peak 1 Jam	1,056,278	Dave Every

#### PEAK 2 SCORES:

Course	Score	Name
Style Mile	651,762	Dave Every
Launch Time	206,281	Dave Every
Schizophrenia	697,903	Dave Every
Ruthless Jam	347,531	Dave Every
Peak 2 Jam	1,082,211	Dave Every

#### PEAK 3 SCORES:

Course	Score	Name
Kick Doubt	713,334	Dave Every
Much-2-Much	216,079	Dave Every
Perpendicular	974,460	Dave Every
Throne Jam	496,682	Dave Every
All Peak Jam	2,190,028	Dave Every



↑ And for a whole month didn't speak to Tim because she couldn't understand his accent.



↑ Where's she gone? Well it probably wouldn't be right to say outright, but...



### SOUL CALIBUR II

You know you got soul

Course	Score	Name
Time Attack - Std	2'30"08	Dave Every
Time Attack - Alt	2'32"06	Dave Every
Time Attack - Extr	-	?
Time Attack - Std	2'04"32	Dave Every
Time Attack - Alt	3'55"42	Dave Every
Time Attack - Ext	4'53"38	Dave Every
Survival	16 Wins	Dave Every
Survival - Std	44 Wins	Dave Every
Survival - No Recovery	49 Wins	Dave Every
Survival - Sudden Death	23 Wins	Dave Every

↓ ...she's going to be living in Bath. That's right, the same...



### BURNOUT 2

Damn shame we won't be seeing the third one - it rocks.

Course	Score	Name
88 Interchange	-	?
Airport Terminal 3	0:31.179	Scott Dabell
Airport Terminal 1 & 2	-	?
Big Surf Shores	1:43:516	George Mulkerrin
Crystal Freeway	-	?
Crystal Summit Lake	-	?
Freeway Dash	-	?
Heartbreak Hills	-	?
Interstate Loop	1:04:816	Robb
Ocean Sprint	1:58:250	Robb
Palm Bay Heights	-	?
Palm Bay Marina	-	?
Sunrise Valley D.town	-	?



# WHAT A PICTURE

WE WON'T BELIEVE IT UNLESS WE'VE SEEN IT WITH OUR OWN EYES



You need to take a picture see, otherwise we won't believe your scores. It's a shame, but that's how the world is.

Right, so you've played like a madman and finally managed to beat one of our challenges – so what do you do now? Well, you'll need to get a photo of your accomplishment or, better yet, record the whole thing on video so that we can check it out for ourselves. If you're going to be adventurous and record a video, please be warned that we can't return any tapes sent to us. Those of you sticking to regular photography though might want a few tips on how to snap the perfect piccie...

- Turn off all the lights in your room so that you reduce the chance of light reflection on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up on.
- Switch off the flash on your camera – the light from the TV will be more than enough to illuminate the picture, and besides, the last thing you want is to have your photo ruined by flashing out the screen.
- Take several pictures, in case your first few turn out to be duds. No picture means no prize... remember that!

Be warned – photos sent by email are NOT acceptable, as they can be doctored in any paint program. People who use cheats or NTSC copies of games to get a better score (unless you're entering the import challenge, of course) will also be scorned and most likely ridiculed within these very pages. Finally, please note that we will NOT be able to send back anything that you send in as proof of your score – those of you who've been asking us for videotapes back or even sent in the only memory card you own, please take note of this rather important point.

## YOU'VE GOTTA BE IN IT TO WIN IT!

Once you've beaten any of our challenges and got your proof, you'll need to send it along to us - no proof means no entry, so make sure you post it to the usual address:

**I'VE BEATEN THE WORLD, CUBE MAGAZINE,  
PARAGON HOUSE, ST PETER'S ROAD,  
BOURNEMOUTH DORSET BH1 2JS**

## F-ZERO GX

Holy F- it's good.

### RUBY CUP

Course	Time	Name
Mute City: Twist Road	00'48"748	Arif Saddiq
Casino Palace: Split Oval	00'54"204	Dave Every
Sand Ocean: Surface Slide	01'35"760	Arif Saddiq
Lightening: Loop Cross	01'59"448	Dave Every
Aeropolis: Multiplex	02'00"133	Arif Saddiq

### SAPPHIRE CUP

Big Blue: Drift Highway	00'58"291	Arif Saddiq
Port Town: Aero Dive	02'13"561	Arif Saddiq
Green Plant: Mobius Ring	01'31"428	Dave Every
Port Town: Long Pipe	02'31"112	Dave Every
Mute City: Serial Gaps	01'21"188	Arif Saddiq

### EMERALD CUP

Fire Field: Cylinder Knot	02'42"446	Dave Every
Green Plant: Intersection	02'23"849	Dave Every
Casino Palace: Double Branches	03'08"277	Dave Every
Lightning: Half Pipe	02'56"418	Dave Every
Big Blue: Ordeal	02'57"356	Dave Every

### DIAMOND CUP

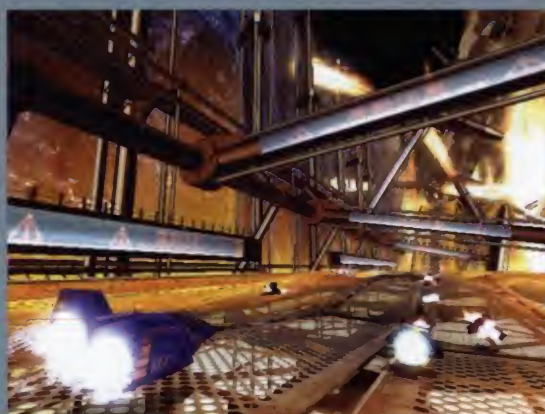
Casino Terminal: Trident	03'01"344	Arif Saddiq
Sand Ocean: Lateral Shift	1'46"469	Nick Gallagher
Fire Field: Undulation	02'03"916	Arif Saddiq
Aeropolis: Dragon Slope	02'43"083	Dave Every
Phantom Road: Slim-Line Slits	01'51"165	Stuart Feek

### AX CUP

Aeropolis: Screw Drive	00'53"361	Arif Saddiq
Outer Space: Meteor Stream	01'26"288	Arif Saddiq
Port Town: Cylinder Wave	02'06"499	Dave Every
Lightening: Thunder Road	02'58"673	Arif Saddiq
Green Plant: Spiral	03'29"622!	Arif Saddiq

### SPECIAL EXTRA TRACK

Mute City: Sonic Oval	00'36"327	Arif Saddiq
-----------------------	-----------	-------------



...city as Gary is moving to. Hmm, do you reckon they've a thing going on?



# CUBE

ISSUE THIRTY SIX

## CHEATING MONKEYS



Aren't you getting bored of the cheating monkeys yet? We know we are. We want to replace the stinking creatures with nice, clean robots. Less poo that way.



### PITFALL: THE LOST EXPEDITION

If you want to see how we used to play *Pitfall*, then try these codes out. Kids these days, don't know you're born... etc. Enter these codes on the title screen while holding [L] and [R].

#### CODE

Left, [D], [A], Down, [D], [A], [D], [A]

Left, Right, [A], Up, [A], Right, Left

Left, Up, Down, Up, [A], Up, Up

[A], Left, Down, [D], [A], [A], [A], Left

[A], [A], Left, Right, [A], [D], [A], Up, [A]

Left, Right, Left, Right, [A], [A], [A]

#### UNLOCKS

FILLS  
CANTEEN  
SUPER  
PUNCHES  
PLAY AS  
NICOLE  
PLAY AS  
RETRO  
HARRY  
CLASSIC  
PITFALL  
PITFALL II: THE  
LOST CAVERNS

### DRIVEN

Continuing with the racing theme here, enter these codes on the main menu and wait for the revving of an engine to confirm the correct input.

#### CODE

Down, Left, Up, Right, Right, Up, Down, Left  
Left, Down, Left, Up, Right, Left, Down, Right  
Right, Left, Up, Right, Down, Down, Left, Left  
Up, Down, Right, Right, Left, Up, Up, Down  
Up, Up, Left, Down, Left, Right, Right, Up

#### UNLOCKS

STORY MODE  
MULTIPLAYER CHAMPIONSHIPS  
ARCADE CHAMPIONSHIPS  
ALL CARS  
ALL TRACKS



Based on the film starring Sylvester Stallone and some CGI racing cars.

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# CUBE

## CHEATING MONKEYS

### CODE JUNKIES

ISSUE THIRTY SIX



Every month we bring you all the latest Action Replay codes for the greatest GameCube games!

## SIMPSONS ROAD RAGE

Master	1 AAF7-JCM6-G2HAE
1 ZU5B-2UWF-95B6N	2 KDP2-X70U-1JWAF
2 MPC3-VVH5-VU2NE	Top up Timer
Score \$99,999,999 and Win Game	Press D-Up and X
1 332U-287H-CAFN3	1 7VER-00UF-ZXWQ1
2 MNGX-NONO-N7RFY	2 UG4M-6F3J-4JB2C
Freeze Passenger Timer	3 APCZ-MKGW-623JO
1 Z14Y-KET1-4982A	PA2NTSC fix
2 B6MU-MW0V-W1UY8	N3QW-NYWB-UATPC
Open all missions	2 R1ZK-E60G-141YY

## RAYMAN 3: HOODLUM HAVOC

Master	3 PXN2-60T9-M4907
1 JJ62-3QP6-823K7	Mission Rayman
2 YDE6-8Y9P-CCVX5	1 PWRM-J1MZ-POCZR
Infinite health	2 X8W0-7FNZ-BUQ4M
1 XB4E-P6C8-J3M79	3 201T-PO2E-0686W
2 VZ27-NAHZ-ZHKKX	4 W907-4BQ3-J1K1T
Monster score	Miniature
1 ATM0-D243-ZXUUV	Rayman
2 RS0F-ATFE-FQ70	1 Z40W-HG2K-AYPBF
Moonjump (Hold X)	2 RW4H-TR4K-YXNJ3
1 P7F8-PC1P-ZK8PR	3 MZ25-8VDM-6UTCR
2 VRG5-BMKK-J5WVN	4 2A22-V6DT-8BH9U



## MINORITY REPORT

Master	4 N94K-0270-0YM6G
1 5KHU-KWCM-ZXCOP	5 UC7U-22HU-NB7Z8
2 DWPV-YQJ2-CCTJP	6 XJ23-9ZU9-6UYVF
Infinite Health	7 ZEGJ-9A02-8YWAF
1 OK7A-MWHF-GUXAE	Infinite Ammo
2 GAKF-XWEM-7W960	1 J3MA-KT36-EE9AV
3 RH2V-K7XC-PHXX2	2 3AEF-AQHY-CCBR9
Use Hit Kicks	Infinite
Z+D-Pad Up=ON /	Money
Z+D-Pad Down=OFF	1 NGGZ-DV3A-HRC5T
1 QXAM-4URN-1CNVE	2 87V3-4KNP-RDNGN
2 3PYK-JF75-KAZVT	3 DNVR-HEKP-87QVN
3 FQ45-XZ22-OHMAC	4 C5FA-JC1P-AM7PW

## FINDING NEMO

Master	All Bonus Starfish Challenges Complete
1 9HEM-UJRN-FY35G	1 MKPM-XRR0-2WM4K
2 BT08-4UPE-5DMND	2 W44B-D3UD-JW4YD
Invincible Player	Have All Levels Open
1 6750-Z879-URP4W	1 82Z1-K2PT-ABFFW
2 9QYX-ROB6-A7ZBJ	2 9UZW-MAXA-87FFK
All Standard Starfish	All Movies Open (Option After Last Level)
Challenges Complete	KX8H-XPV1-2PD9M
1 78KQ-KX88-E5EPP	GF2U-1PMX-K721T
2 90Z1-053T-K2BA3	



## CAPCOM VS SNK

Master	P1 Giant Fighter
1 URWH-EPKG-4JGBG	1 8QU0-WNVE-7FAP8
2 8P54-Y6FT-RHXKK	2 ET93-2D42-B9XDJ
P1 Infinite Health	3 RPYG-D5C6-2PEEW
1 YQ17-ET71-64B9X	4 1END-8MGZ-504B2
2 ZY8W-H463-2M1J3	P2 Pocket
3 HKR5-3NRC-WJ9BY	Fighter
P2 Infinite Health	1 2P3E-3AKF-9FCNZ
1 5B6M-6NTM-826R7	2 XQJT-TOMY-XMUUC
2 W76X-9XXD-8W34A	3 JOFB-K3WQ-FAOCD
3 H11C-0DVK-C7Z35	4 8XUN-FK7Q-D05Q3
P1 Pocket Fighter	P2 Giant Fighter
1 DQVG-U4J4-84NWN	1 9XJ9-FCWY-VCHYT
2 OUTA-6MFO-R8GB4	2 3XFM-26TA-YE604
3 W936-00GM-V44R6	3 1FGX-JC05-MWHEM
4 EPOJ-YHVP-F04XJ	4 NDD2-KF1M-ZNT5B



## SHREK 2

Master	Character 3: Moon Jump (Hold X)
1 H302-474T-P901W	1 KA9K-NBP2-URZ2P
2 TX35-6B2Y-JXNNB	2 M7XE-Z8VV-R3FOR
All Scrapbook	3 Z5M3-PC8G-GDP2Y
1 74CC-Z8BE-55TFN	Character 3: Foster Animus
2 QKDN-Q5K2-DEB1P	1 DWGH-7R2P-942GD
3 7PVI-540J-Q1X2Y	2 6K95-J07P-V92J5
Infinite Coins	Character 4: Infinite Health
1 PYP4-26V7-GEAY7	1 YMTQ-438Q-PE717
2 WCUT-MW86-NG2DD	2 1N0G-AZWD-6GEVY
Shot 1: All Chapters	Character 4: Moon Jump (Hold X)
1 JHR1-VU01-UBR0T	1 5N08-838W-EZDY5
2 BTCK-E5W2-UNBBF	2 M7XE-Z8VV-R3FOR
Character 1: Infinite Health	3 32RW-0CA1-H27YH
1 VTUX-XPU9-TC7B7	Character 4: Foster Animus
2 KJYP-W401-KZJH7	1 BATK-CCBY-U4ZB9
Character 1: Moon Jump (Hold X)	NZ88-5GA1-HRV3V
1 26EJ-NVQA-W71B1	
2 M7XE-Z8VV-R3FOR	
3 RECR-C7Q2-40BUY	

## TAK AND THE POWER OF JUJU

Master
1 REUM-606N-C77Q8
2 TCK2-82ZT-X95MB
Infinite Health
1 N3T7-JQFD-HNA4F
2 CV1U-AYP3-3J4FF
Mini/Infinite Feathers
1 G2U0-JWET-WKN92
2 J5EQ-0HJE-1R4FF





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**ISSUE 53 ON SALE 5 AUGUST**



Tom Clancy's

SPLINTER  
CELL  
PANDORA  
TOMORROW

## UNOFFICIAL GUIDE

CUBE magazine and Highbury Entertainment Ltd would like to make it clear that its guide to Splinter Cell: Pandora Tomorrow is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.

LEVEL  
5HEROIN  
VILLAGE

PART B

Yay! It's the second and final part to the Splinter Cell guide. But do you ever find yourself really needing the toilet when you're waiting for a guard to turn around?

## OBJECTIVES

- Trail Sadono
- Obtain the pass-code for his private hut

**Note:** This level allows lethal attacks throughout, and so it's the easier option to just remove any opposition you come across. This will prevent you from being spotted at a later date. Just remember to hide the bodies.

**01** This section requires plenty of restraint, so try to avoid rushing into new areas, as you won't fail the mission by losing sight of Sadono. At the start, wait for him to talk and leave before moving anywhere. Two terrorists will be left behind to guard the area, the nearest of which can be removed by whistling to lure him into the shadows and knocking him out.

**02** Wait for the second terrorist to disappear from view, then shoot the light on the balcony he's patrolling. This will give you cover of darkness to wait for him in. When he returns, sneak up behind him, take him out and remove the body. Move down the narrow wooden walkway until you come across the next open area, where you'll see a terrorist walking through a doorway. Follow him through the door.

**03** At the other side of this room is an open doorway. Stay out of sight and fire a sticky camera into the vicinity of Sadono and his Lieutenant (directly ahead of you). Your camera will record the conversation and relay the day's pass-code to you. Once again,



you'll have to wait for Sadono to leave before taking action.

**04** When he does move on, shoot the remaining guard in the head with your rifle, then quickly dispose of his body. There's a fence to the right of the door Sadono used – walk behind it carefully. You'll be obscured by smoke, but could still be heard by the terrorists on the other side. When you get to the end, wait for the terrorists to move through the next door.

**05** If you need health, then double back along the other side of the fence and into the hut at the end. There's a terrorist in the next room, so be sure to shoot him before walking through the blanket hanging from the ceiling. Walk up the stairs and there is health in the room to your left.

**06** Once back out of that hut, move up to the doorway you saw Sadono use. Enter the room and Save. Then come back out and creep



down the right-hand side of the hut. This takes you out into a darkened corner, allowing you to take stock of the next area with greater comfort. You'll see two terrorists patrolling: one nearby and the other standing directly opposite.

**07** You can entice the first terrorist by whistling him over, but the second won't budge. Aim slightly above his head and your sticky shocker will be able to reach him. Quickly stash his body behind the nearby crates and zoom in on the area at the far end of the clearing. Switch on thermal vision



and you'll see a dog. Approach it carefully and when it moves to charge you, shoot it in the head.

**08** Move to the sheltered area the dog was housed in and take



the door to your left. Sadono is in the next area again so, for the last time, wait for him to clear off. Shoot the TV on the other side of the room and wait in the darkness until the nearby terrorist walks past the door. Whistle and when he enters the now pitch-black room, take him out of the equation.

**09** The guard beyond the fire is more of a challenge. He'll spot you

if you walk out of the door, so unless you are on alarm stage 2, it's best to just shoot him in the head and hide the corpse. However, if he's wearing a helmet (which is possible, as this level isn't easy), use a distraction camera to force him away from the entrance he's guarding.

**10** Once he moves away, make a dash for the open entrance

and head to the far right. You'll see a ladder leading underground, so jump down it and get ready for the final section of the level.



KEY			
START	S	YOUR ROUTE	[Red dashed line]
END	E	TERRORIST ROUTE	[Yellow dashed line]
NO. POINT IN TEXT	02	RAPPEL PIPE	[Yellow icon]
TERRORIST	T	HOSTAGE	H
AMMO	A	DOOR	D
		LOCK-PICK DOOR	L
		CAMERA	CAM
		COMPUTER	COM
		HEALTH	HEALTH
		CORPSE	CORPSE

## SURVIVAL NOTES TAKING HOSTAGES

You can turn a terrorist into a hostage by sneaking up behind him and pressing **○** when prompted. You'll occasionally be able to obtain information from him about the remainder of the level by tapping **○** again. If not, use the **□** to knock your hostage out, or draw your weapon with **○** and use the man as a human shield.





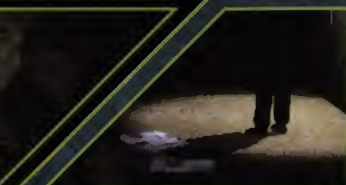
LEVEL  
5HEROIN  
VILLAGE

PART 6

## OBJECTIVES

- Locate the aeroplane pilot
- Access Sadono's hut
- Bug his computer
- Escape

Note: This level allows lethal attacks throughout, and so it's the easier option to just remove any opposition you come across. This will prevent you from being spotted at a later date. Just remember to hide the bodies.



**01** You start this level in the underground heroin refining lab, and there's a terrorist directly in front of you. Grab him and knock him out. Hide the body in the narrow alcove in which you started the level in case the guard below comes up the stairs.



**02** Jump onto the banister above the guard below and, providing he doesn't move away, drop down onto his head or behind him. Knock him out and hide the body before moving on to the doorway to the far left of the room.

**03** Climb up the stairs and locate the lights on the right-hand side of the room. Flick the switch and head to the area between the two heroin-refining tables. If necessary, knock out the scientist to prevent him giving away your position, and head for the door on the far right. You'll now find

yourself in the boiler room, with two doors leading to the area where the pilot is being guarded.

**04** The best tactic for this section is to try and silently take out one guard at a time. The one to the left can be taken unawares while he's in the shadow cast by the bookcase. Once he's down, feel free to shoot the other in the head and hide his body at your leisure. Talk to the pilot.

**05** He'll open the coded door at the end of the room, allowing you to climb back up to ground level. Save. You'll see a terrorist leave the room you climb into and up the hill. You will start to hear gunfire, but don't worry as it's coming from a nearby firing range. Head up the hill after the terrorist, but don't bother trying to take him out.

**06** Instead, look for the scaffold marked on the map, and climb up onto the rooftops. Move behind the hanging washing and above the area where the terrorist and a gun turret is now positioned. Climb through the hatch at the end and you'll find yourself hanging from a beam above the firing range. Bring your legs up and start to move along the beam.

**07** Draw your weapon and hang from your legs in order to take out the terrorist using the range. Take out the light next to him to hide the body, then drop down silently into the darkness. The terrorist stood at the end of the beam can be dispatched with a rifle shot, but remember to hide



his body. Avoid walking past the doorway leading to the boxing terrorist or he'll spot you.

**08** Once you've taken out some of the lights around this man he'll be an easy target, so start shooting. For added irony, why not try to sneak up behind him and knock him unconscious with a punch of your own? Once this is done, head through the corridor to your right and out into the next room. Save.

**09** Through the next door is a courtyard with two trees in it and a mounted gun turret. There is one terrorist patrolling between the trees and another leaning against the wall near you. When the patrolling one is at the far end of the courtyard whistle and the one

leaning against the wall will walk in to be knocked out and hidden as far from the entrance as possible. Next, either repeat with the patrolling guard or lean round the corner and shoot him in the head with your pistol.

**10** Once you leave the safety of your room, keep to the shadows on the left or the gun turret will spot and kill you. Once at a safe angle away from the turret, make a break for the door on the far left. There's health in here, so take as required.

**11** You're now close to Sadono's hut, so don't lose your nerve. There are two guards patrolling the next area and a searchlight moving between two sets of crates. You can get rid of





Sadono leaves, shoot out the light on the right of the room and wait. Sadono will return, shrug and leave again. Once he's done this, shoot out the other two lights. Creep in and wait near the desk containing his computer.

**14** Shoot out the camera above the door and access the CPU. If you don't take out the camera it will spot you when the computer screen lights up as you hack it. Leave the room through the way you came in and continue around the corridor. Eventually you'll be able to leave the hut via the back entrance. Walk down the stairs and open the gate in front of you. Freeze.

**15** You'll be bathed in torchlight by the men sent to extract you; but something is wrong. Once you hear gunfire get back behind the fence and draw your rifle, as the terrorists have spotted the special forces troops and have gunned them down. You're on your own and need to kill three terrorists! Approach the doorway and back up the hut stairs. If anyone moves into the doorway, shoot them. Cautiously move through the door in the fence and use your thermal vision to see where the terrorists are. Once you've found and killed them the mission is over.

the first guard by whistling and hiding in the building. After this, hide yourself behind the crates to the left so that the searchlight beam doesn't catch you. Then fire a diversion camera behind the other crates and make a break for the door when the terrorist investigates the noise.

**12** Key in the code and quickly move in. Save. Sadono is in the room to your right; as you approach he'll start talking on the phone and will gradually move down the room. As he does, take out the light above your head and move into the darkness. When he finishes chatting and turns his back to access his CPU, shoot out the next light in the corridor and wait under it.

**13** You'll be facing the far right of the room and should notice a camera in front of you and one above the door to the left. When





LEVEL  
6SUBMARINE  
DOCK PART A

## OBJECTIVES

Access the caves

Raise the sub

**Note:** This level allows lethal attacks throughout, and so it's the easier option to just remove any opposition you come across. This will prevent you from being spotted at a later date. Just remember to hide the bodies.

**01** You'll start the level in the tall grass outside of the village where the submarine pen is located. If you start to move forward, a flock of birds will be disturbed and the nearest terrorist will arrive. It's best to knock him out, but don't bother hiding the body, as no-one will come looking.

**02** Head towards the hut on your left and be careful to avoid the sniper's laser sight. Once you're in the hut, move round until you are in the doorway that leads into the next sniper-guarded area. Shoot out the light on the left, then wait for the terrorists to walk away and make your way into the hut opposite. Carry on through here and out, where you'll find yourself by a fence.

**03** Press up against the fence and move to the end. Lean round and you'll see two guards playing poker. Move out into the shadows on the other side of the fence and they'll get up. One will walk over to the fence, while the other wanders off on patrol. Take out the one by the fence, but make sure you are quiet.

**04** You'll see a hut to your right; climb up the wooden stairs and walk quietly through, being mindful of the fact that the second guard may spot you if he's returned from his patrol. Once you come to the second area of the hut, you'll see a terrorist asleep on a bed. Walk up and shoot him in the head to avoid having to move too cautiously in the next section.

**05** Look out of the doorway opposite. This is the other extreme of the terrorist's patrol route, and opposite the doorway you're now in is a narrow gap, just wide enough for you to perform a half-split jump in. Wait until the patrolling terrorist is at a safe distance, then make a dash for the gap. Half-split-jump and climb up to the right.

You'll find yourself above a room containing a guard watching TV. Drop down onto the boxes behind him and, provided you don't make a noise, he won't move. Head underneath the platform you were perched on to find a small opening you'll be able to move out of.

**06** Once out of the hut you'll find yourself behind a couple of crates, with cans and bottles lying on top of them. The terrorist in the courtyard is practising his shooting at these objects, so move to the edge of the second crate and SWAT-turn into the sheltered area on your left. Once in here, sneak behind the generator and turn it off.

**08** The terrorist will come

looking for you, so make your way to the left side of the room and take him out. Hide the body in the shadows. Head out of the left side of the room and turn left. You'll see a telegraph pole in front of you. Climb it and hand-over-hand down onto the rooftops.

**09** Climb down through the trap door and freeze. Turn on your thermal vision and you'll see moving laser trip wires. Move through them and avoid setting any off, or it's game over. Once through these you'll see a hole in the ground with a ladder. Climb down and you'll see an elevator in front of you. Head into it and push the button to travel down. Save.

**10** Once at the bottom of the lift you'll come out into a corridor. Stick to the shadows and move up to the first turn on your right. A guard will summon the other over to look at something in front of you. When he walks past, move silently down the right-hand corridor and through the double doors at the end.

**11** This is the sub control room, so move round to the front

and you'll notice a civilian sat on a chair at the controls. Grab him and persuade him to raise the sub and give a reason why. Once this is done, knock him out and hide the unconscious body.

**12** The next part is tricky, as the guard will have returned to his desk. Look through the window in the door and wait until the patrolling guard is round the corner, then switch off the light next to you and wait.

**13** The terrorist at the desk will come into the room to turn on the light, so when he does, grab him and knock him out. Hide the body well away from the switch and repeat the process when the patrolling guard comes back into the corridor.

**14** Once this is done, head out and into the next right-hand corridor and through the door at the end. Save.







TRIP WIRES

GUN TURRET

SAVE POINT

GROUND FLOOR

KEY			
START	S	YOUR ROUTE	DOG
END	E	ENEMY ROUTE	CAMERA
NO. POINT IN TEXT	02	RAPPEL PIPE	COMPUTER
TERRORIST	T	CIVILIAN	HEALTH
AMMO		DOOR	CORPSE

## SURVIVAL NOTES SPLIT JUMPS

The split jump was one of the most memorable moments from the first title as it allowed Sam to hide in corridors above his enemy. In a narrow corridor, tap the button twice and hold to make Sam perform a split jump. Once split you can let go of the button and, if required, draw your pistol with . Tap to jump back down to ground level.

The half-split jump is a new move, and can only be performed in narrow passageways. Perform a split jump as normal and Sam will kneel across the gap. Move him in the direction of the nearest ledge, then tap again and he'll jump up to the desired spot. This move is very handy for getting through windows and onto balconies.



SNIPERS



LEVEL  
6SUBMARINE  
DOCK PART B

## OBJECTIVES

- Infiltrate the Sub
- Access the encryption computer
- Escape for extraction

**01** Walk up the stairs and turn off the light in the room you enter. The guard should notice this and come in to investigate. This is your chance to knock him out and hide the body. Walk through the door and you'll find yourself in the sub dock.

**02** Run along the walkway to the right, as far as you can and you'll come to a cable-car device. Take out your rifle and pick off the two nearest terrorists, then shoot out the light in the cable car. Flick the switch and climb in.

**03** You'll be shot at, but the terrorists shouldn't hit you if you've shot the light. There's a terrorist on the walkway your car is heading towards, so it's best to take him out before you reach his firing range. Once the car stops, get out and head right.

**04** Take the left fork and walk down the staircase so that you're now on submarine level. There's a terrorist patrolling, so take him out with your rifle and hide the body. Walk up to the sub and climb down the ladder. Walk forward and Save.

**05** Head down the next ladder, then walk along the corridor until you come across some pipes on your right. Hide behind them and wait for the terrorist to walk past. Once he's gone, move down the corridor and into the sleeping

quarters. Walk very carefully past the sleeping terrorist and climb down the ladder beyond.

**06** The terrorist at the bottom of the ladder will walk into the café area and sit down. SWAT-turn past the doorway and turn off the light. The terrorist will come to investigate, whereupon you should sneak into the café and behind the bar on the right-hand side. Carry on through to the other side of the area.

**07** In the next area is a Colonel who you need to capture in order to use the retinal scanners to access the next room. Wait till he opens the door in front of you, then sneak behind him and grab him. March him to the scanner and force him to use it.

**08** Quickly walk into the next

room (so don't let go of the Colonel). Head towards the corner shadows on your right and, when the first grunt has walked past, knock out the Colonel. Walk to the alcove directly in front of you and access the CPU.

**09** Return to the main area and take out the guy looking out of the periscope. Hide his body. Open the door you came in through and make sure the first terrorist isn't coming back down the corridor. Make a break to your right and climb up the ladder. At the top you'll find another ladder which will take you out of the sub. Save.

**10** Head towards the stairs at the end of the walkway and draw your rifle. A terrorist will come running up, so just shoot him and carry on down the stairs. At the

bottom, hug the wall by the doorway. People are shooting at you.

**11** Lean round the corner and shoot one of the barrels to take care of the first couple of terrorists. Use your thermal vision and you'll see another two terrorists beyond the fire, shooting at you. Take out the barrels next to them and the gunfire should stop.

**12** Run towards the terrorists you just blew up and wait for the fire to die down. Carry on past the second bunch of terrorists and look right. You'll

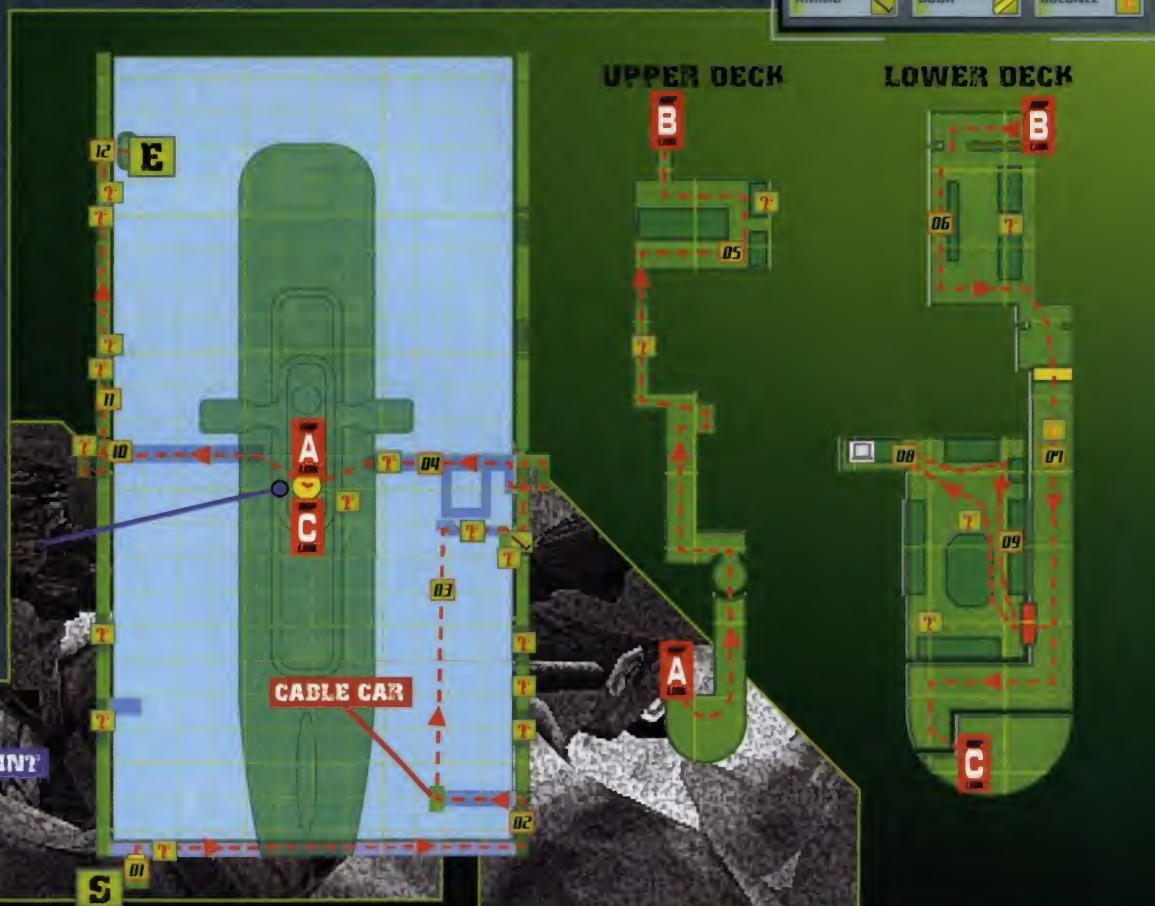
## KEY

START	S	YOUR ROUTE	LOCKED DOOR
END	E	ENEMY ROUTE	CAMERA
NO. POINT IN TEXT	02	RAPPEL PIPE	COMPUTER
TERRORIST	T	CIVILIAN	HEALTH
AMMO	A	DOOR	COLONEL

SAVE POINT

UPPER DECK

LOWER DECK





LEVEL  
7

# TV STATION

## PART A

### OBJECTIVES

Infiltrate the TV Station

**01** Start by talking to your contact on the roof, then climb down the ladder next to you. Move across this roof, rappel down then finally drop to ground level.

**02** You'll see two civilians talking under a streetlight, so wait until they wander off before moving under the light. There's a drainpipe on the wall to the right, so climb it and start to move along the roof. About halfway along you'll come across another drainpipe. Climb it and hand-over-hand to the other side of the street.

**03** Move along to the end of the street and you'll come across another drainpipe which will allow you to get back to ground level. Ensure the terrorist is not watching, hide in the plants and shoot out the swinging light. It's probably best to take care of him when he investigates the light.

**04** Once you've hidden his body in the plants, move into the alleyway and look out into the courtyard area. There are several patrolling terrorists, and some scaffold to your left. Shoot out the light (directly to your right) illuminating the scaffold then make a dash for the scaffold's ladder.

Climb the first ladder, then the second, and you'll find yourself on the roof again. Zip-line to the other side of the street and drop into the building to your left. Save. Move over to the open doorway and look out. Be careful in this area – if

you're wearing night-vision you'll be blinded by the lightning.

**05** Move out behind the

dustbins and shoot out the light above the doorway. One of the terrorists should come to investigate (if not, whistle for him). ▶



### SURVIVAL NOTES HUG THE WALL

Hugging the wall is an essential tactic for squeezing through tight gaps, and glancing round corners to spot potential dangers. Click the Right Analogue Stick in when next to the wall to hug it. Tapping will crouch you while hugging the wall. If you come across a doorway, or gap in the fence, you'll be able to pull off a SWAT turn. Lean out and tap , and you'll quickly move across to the other side of the gap. This may give you a better chance of taking down a guard, or shooting out a light, while remaining hidden.



TV STATION PART A  
CONTINUED

Move back into the building, wait till he turns his back and grab him. Knock him out and move back into the street. You'll now be able to pick off the other terrorist with a long shot from your rifle.

**107** Hide his body and continue to the end of the street. You'll notice that the fence right at the end doesn't have spikes on it, so this is where you should climb over. Duck behind the mini-hedge and make your way over to the right, past the Greenhouses, to the guard who'll have his back to you. Grab him and knock him out, then hide the body before the guard at the far end of the garden area spots you.

**108** Once you've done this, shoot the guard at the far end with your rifle and hide his body. He was guarding the entrance to the sewers, which will take you past the fence to the TV station. Climb down the ladder and drop down.

**109** Immediately head through the doorway on your right and hide in the adjacent sewer tunnel. There's a terrorist patrolling this tunnel, so wait for him to turn his back to you and move up to the first doorway on the left. If you look in, you'll notice a camera above the doorway opposite, so use your Camera Jammer to cross the room.

**110** Once under the camera, stop and look around the corner to your right, as there's a terrorist in this area too. Either wait for him to

turn his back and shoot, or simply stick to the shadows until you're opposite the ladder. Once you decide to make a dash for the ladder, you should be aware that you'll need to run and jump to access it, which means splashing noises, so make sure the terrorist is out of earshot before attempting this (if you chose not to kill him).

**111** Climb up the ladder and Save. This next section looks much trickier than it actually is; so don't panic. Once you've climbed up, freeze! You're behind a satellite dish which will hide you from the searchlight moving around the area. Now turn on your thermal vision and you'll see the mines. The trick here is to make dashes for the next piece of cover while the spotlight is elsewhere.

**112** The first piece of cover is a box to your right. Wait for the spotlight to move right, switch to thermal and run behind the box. Wait again for the light to sweep left, then right, and make a dash for the next dish.

**113** Once behind this dish, it's best to wait for the light to sweep to your left before making a dash for the next box, then left again from box to dish. From this third dish you'll see a generator with a mesh fence round it. This time you'll have to wait until the second searchlight moves from looking directly at the generator before running to the far side of the fence and climbing over.

**114** Press up against the first generator and SWAT-turn until you reach the door at the end. Make a run for it and pick the lock quickly. Don't run in! There's a terrorist with his back to you. Sneak in and take him out from behind. Recover health if needed.

**115** This next section is very tricky, as the terrorists have short patrol routes. Accounting for the



lightning, move into the doorway and shoot out the two lights hanging from the wall on your left.

**116** Next, grab a bottle from inside the building you are in. When the terrorists are both facing away, run behind the parked taxi on the left and throw the bottle towards the doorway you just came from. When they move to



investigate it, dash towards the wall ahead of you and climb onto it. At the end is a small gap which you'll be able to half-split-jump in. Climb up onto the TV station roof.

**117** Move up to the glass skylight and shoot out the cracked pane. You'll then be able to rappel down the side of a pillar. Don't worry about the terrorist behind

the desk; he won't see you.

**118** Move round to the left of the pillar and knock out the terrorist behind the desk. Hide his body and keep going towards the lifts. Call the first lift on the right, get in and push the button to go up. End of section and Save.



LEVEL  
7

# TV STATION

## PART B

### OBJECTIVES

- Contact Ingrid Karlsthen
- Capture Sadono alive
- Interrogate him and bring him to the roof

**01** Once out of the lift, head left. You'll see a doorway down the corridor with a terrorist behind it. Watch him walk away from the door then run and roll up to it. Open it and follow the terrorist down the corridor until you reach a door on the left. Shoot out a light or two to make the place dark.

**02** This next section is tough, as there are many terrorists in a confined area. The best tactic is to remove them one by one. Wait until no-one is walking past the door, then walk through it and quickly pick off the light to your left. When someone comes to investigate, knock him out.

**03** Hide his body under the light, then shoot out the other light behind the audience seating. When the next terrorist investigates, remove him in the same way and hide his body in the same place. Repeat until you've taken out four of the five terrorists.



**04** The last one won't leave his guard position until you move out, so fire a diversion camera into the far right of the room and whistle a distraction. When he goes for the camera, you'll be able to sneak behind him and take him out. Once his body is hidden, move through the stage area and out of the door behind it. There's a good reason why you should clear this area of terrorists, which will be revealed later on.

KEY			
START	S	YOUR ROUTE	LOCKED DOOR
END	E	ENEMY ROUTE	CAMERA
NO. POINT IN TEXT	02	RAPPEL PIPE	COMPUTER
TERRORIST	T	INGRID	HEALTH
AMMO	A	DOOR	SADONO

SAVE POINT

GUN TURRET

SAVE POINT





## TV STATION PART D CONTINUED

**105** Once you are out of this door you should immediately create some cover for yourself, so shoot out a light. When the terrorist comes out of a room to the right, grab him and hide his body behind the stage in the room you just left. Walk through the door he emerged from, but don't come out of the shadows.

**106** Instead, turn off the light, as there's a terrorist watching Ingrid in the room next door and he'll see you. If he comes to investigate, he should be easy to take out when he goes to turn on the light. Chat to Ingrid and Save.

**107** Ingrid wants you to follow her through a terrorist checkpoint, but you don't have to go through that. Simply go back the way you came, all the way to the lift (this is why you took out all the terrorists in the TV studio area). Wait for Ingrid, who will show up and use the retinal scanner to open the large glass doors.

**108** Save here and talk to Ingrid. She tells you to use the left-hand tunnel, which is darker, but don't listen to her. Watch her walk down the right-hand tunnel and Lambert will tell you Ingrid's cover has been blown. Quickly shoot the terrorist at the far end of the corridor then stay zoomed in,



as the near terrorist will take Ingrid hostage. Kill him too.

**109** There are five terrorists in total, so make sure you've killed them all before proceeding. A number may run down the left corridor to take you by surprise, so be ready for them. Make sure you hide all the bodies in the left corridor, then go back to speak with Ingrid, who'll let you through the far door.

**110** You're on your own now, but are so close to Sadono. Move to the corridor on the left side of the doors. Shoot out the lights down it, as there's a camera at the end. Take out your Jammer and use it to get under the camera. Once you are under the camera, look round the corner. There's one terrorist patrolling and another looking out over the balcony.

**111** Wait until the patrolling terrorist moves away and nip into

the bar area to your right. Then wait until he passes by the other way before moving out and into the waiting area beyond.

**112** Jump up and cling onto the wall, and move round so you're behind the large TV in the corner of the room. Then climb into the ventilation shaft and walk through. Save.

**113** This leads into the TV studio from which Sadono is broadcasting to the world. Drop down from the rigging and turn left, moving behind the stage until you can see Sadono and his guards speaking. Fire a diversion camera to the other side of the area behind the stage and activate it.

**114** Wait until the terrorist is behind the curtain and drop him with two aero-foil rounds. A terrorist will then investigate your side of the stage. Wait for him to

move into the darkness fully and drop him with another two aero-foil rounds.

**115** Don't hang around! Move behind the screen Sadono is in front of, then grab him from the left side and quickly drag him into the darkness. Interrogate him and, when he's finished talking, drag him back to the side of the stage you were originally on.

**116** A further terrorist may appear in this area – if he does, shoot him in the head with your pistol and its laser sight. Force Sadono to open the door via the retinal scanner.

**117** Walk up the ramp and through the door onto the roof, where Ingrid is waiting by the chopper. Knock out Sadono so that he falls at her feet. Mission over.

## SURVIVAL NOTES HANGING AROUND

When you come across a beam you'll be able to hang from it by jumping up with . Whilst hanging, you should be able to pull out your pistol and shoot by tapping . For a little more stealth why not bring your legs up with and then press to hang upside down and shoot?





LEVEL  
8

L.A.X.

PART A

## OBJECTIVES

Kill all terrorists

**Note:** This mission is all about stopping Soth and his men unleashing the ND133K on LAX Airport, meaning they should all be killed. However, civilians should be left unharmed.

**01** At the start, climb over the fence and keep to the shadow until you reach the end of the wall. Wait for the truck to enter the car park and stop. Climb into the back of it and wait for it to set off and stop again.

**02** The way to tell the terrorists from the civilians is to use your thermal vision. The terrorists will appear red, as their body temperature is higher because they've taken the ND133K antidote. From the back of the

lorry you'll be able to make out that there is one terrorist in this area. Drop out of the truck and head left.

**03** Once you've reached the end of the parking bay wait until the truck driver has chatted with the terrorist and returned to his lorry. When the security guard and dog have reached a safe distance up the car park, move over to the terrorist's hut. Move



round to the side of it and push up against the wall, otherwise you'll be spotted.

**04** Once you are round by the entrance, shoot the terrorist in the head. If you miss, it's mission over, as you can't raise any alarms. Quickly turn off the light and grab the data stick from his satchel.



**05** If needs be, wait for the patrolling guard and dog to move away once again, then leave the hut, type in the door code and walk through. Save. The next room requires swift action. Walk through the door and head left to knock out the cleaner before she moves away from the bookcase.

**06** Shoot out the main light and creep over to the room on the right, which is the ladies' toilet. Climb onto the sink and jump up to the air vent. Crawl along the vent until you reach the first opening. Drop down and wait for the civilian to finish talking with the terrorist.

**07** The terrorist will walk up to your position and then turn away, whereupon you should knock him out and execute his prone body. Then move to the far end of the room, away from the main doorway. When the civilian isn't looking, dash across to the luggage

SAVE POINT

TOILET

LUGGAGE CONVEYORS

SAVE POINT

KEY		GUARD	DOG
START	S	YOUR ROUTE	LOCK-PICK DOOR
END	E	ENEMY ROUTE	CAMERA
NO. POINT IN TEXT	02	RAPPEL PIPE	DRIVER
TERRORIST	T	CIVILIAN	HEALTH
AMMO	A	DOOR	CLEANER





## LAX PART A CONTINUED

► conveyor belts, get on top of the nearest one and use it to cross into the next area.

**008** This part is very tricky. Jump off the conveyor to the left and move over the next one. Carry on all the way round until you are behind the terrorist sat by the boxes. He'll chat with another terrorist who'll then walk around, pretending to work.

**009** When his back is turned, grab the sitting terrorist, drag him away and execute him. Hide his body well away from the light, as you'll need to whistle for the patrolling terrorist to get him into the darkness. Once he's safely away from the light, shoot him in the head and hide the body.

**010** Next, head over to the luggage conveyors that the civilian is working on. Wait till he's not looking and then cross the area, so that you're directly underneath the far side of the overhead walkway. There's a luggage rack in front of you with a box in front of that. You'll need to use the box in order to climb onto the rack, but once you've done this you'll be on the raised walkway.

**011** Hide behind the luggage at the top of the rack until the civilian security guard turns around, then grab him and walk him to your hiding place before knocking him out. At this stage, you should not attempt to shoot the terrorist at the other end of the walkway. Instead, shoot out the nearest light to get closer.

**012** Wait until he stops moving to overlook the luggage area, then shoot him with your rifle. Quickly hide the body and grab the data stick from his satchel. Use the combination to open the door on the right.

**013** Walk through and Save. You're now in the luggage scanning area, so don't walk through any of the red beams

being used to X-ray the cases. Head towards the right-hand conveyor belt, shoot out the light hanging above and grab the drainpipe attached to the left wall.

**014** Use this to climb onto the metal walkway, which will keep you hidden from the guard to the right of the luggage conveyor belt. Jump off the end and head down the next belt.

**015** There's a patrolling guard to your right, inspecting the luggage, so it's a question of waiting for him to turn his back on the belt before you rush past. Once off the belt, head out of the door to your right, go up the stairs and the first stage is over.

LEVEL  
8

L.A.X.

PART B

## OBJECTIVES

■ Kill remaining terrorists

■ ID Norman Soth

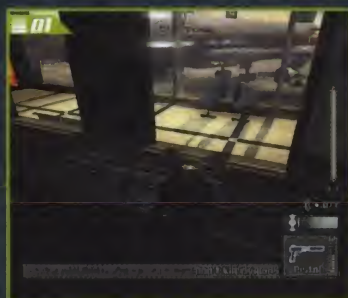
■ Eliminate Soth



**001** You'll find yourself in one of LAX's many departure gates. Once you walk forward, a terrorist will start to walk down the aisle. Move onto the moving walkway (which won't be moving) and stay behind the first pillar.

**002** A civilian will come and sit by the walkway, so wait for him to sit down before continuing. Move along, onto the second walkway and wait by the second pillar on this one until the terrorist has chatted with the civilian. He'll leave through the door and the civilian will start to move up and down the gate.

**003** Wait until he is sufficiently far away from his office,



then sneak in and access the computer. This will give you the code to the door. Use the code, walk through the door and turn the corner in the stairway.

**004** There's a camera at the end, so take out the lights to provide a cover of darkness. When this is done, move down to the end and kill the terrorist. Hide his body and continue through the door at the end. Save.

**005** This part requires some patience. Wait in the darkness just in front of the door, and the



terrorist will start to get jumpy. He'll call Soth and then take the clerk hostage. Don't waste any time: use your rifle to zoom in and kill the terrorist before he kills the clerk. Once this is done, knock out the clerk and hide both bodies.

**006** Don't leave the room by the door the terrorist used before. Instead, walk through the room to the next area. Go through the door and turn left, sticking very close to the wall. The guard will open the blinds, leaving a small area of shadow where you are crouching.



**007** Once the two guards have left the room and are safely outside, looking over the balcony, sneak behind the first row of desks and out of the door at the far left of the room.

**008** Patience is again required here. Shoot out as many of the lights above the escalator as possible, pausing if necessary for the security guard to check what has happened. Once all six have been taken out, move to the bottom of the escalator.



**109** Lambert will ask you to ID Soth. Walk right up to the railing and use your thermal vision to find him. Once this is done, turn back to the area behind you. There are three lifts in this part, and one camera in each corner.

**110** Shoot out all the lights again and approach the right-hand lift. Press the button, get in and go up. Save. The lift will stop, so shoot out the ceiling panel and climb up.

**111** Climb up to the lift cables and grab the wire on the left. Use it to climb all the way up until you can jump onto the frame above the next lift. Drop onto the next lift and crawl through the access vent in front of you. Pick up the

ammo if you need it.

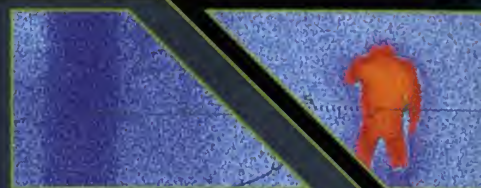
**112** This is the final room, and it's fairly easy once you know the route. If you look straight ahead and turn on your thermal vision, you'll see one last red body. This is Soth, but it's tricky to get to him. Quickly but silently drop down, and head right to the ladder beyond the light. Climb it and jump onto the beam above your head.

**113** Bring your legs up and move as far as possible along the beam. Drop down onto the walkway on the far side and

climb down the ladder. Move along this walkway and climb into the centre of the concrete column on the left side of the platform. Drop down the other side and wait until the patrolling guard has walked past to the left.

**114** Walk to the right then take the walkway that leads left. Clear the light and continue all the way to the ladder at the end. Climb the ladder. Once on this platform, shoot the light above the next ladder and then climb it.

**115** You should now be above



Soth's walkway. Walk towards the wall you originally dropped out of, jump and cling to the wall, then slide down the drainpipe. Quickly duck into the shadows in case any of the workers below have spotted you. Walk towards Soth. Draw your rifle, zoom in and whistle. He'll stand up and walk towards you. Take a deep breath and shoot him in the head. Run up to the ND133K he was tinkering with and it's game over. Enjoy the spectacular ending sequence!

SAVE POINT

SAVE POINT

MOVING WALKWAYS

PLANES

UPPER WALKWAY

LOWER WALKWAY

#### KEY

START	S	YOUR ROUTE		LOCK-PICK DOOR	
END	E	ENEMY ROUTE		CAMERA	
NO. POINT IN TEXT	02	RAPPEL / PIPE		COMPUTER	
TERRORIST	T	CIVILIAN	C	HEALTH	+
AMMO		DOOR		NORMAN SOTH	



## WELCOME TO ADVANCE...

Spiders, werewolves, vampires, robots from the future and hamsters. It can only mean one thing – one of Gary's nightmares! Or the GBA reviews. A few more film licences for your approval and your immediate distain.



# ADVANCE

☉ The sun came out! We can use our old GBAs!

## SPIDER-MAN 2

*Wall crawling is the new walking*

⬇ Like some sort of flea, Spidey jumps high.



⬅ Drop barrels on Rhino's pointy head. That should slow him down to, like, a snail's pace or something.

⬆ They've got energy rifles, laser missiles and ray guns, and you... well you've got the proportional strength of a spider.

**WHEN HE'S NOT** busy being too scared to talk to a girl that clearly likes him, or bumbling around with a mop, photographer/university failure Peter Parker dons an all-over suit and swings his way around New York using his special wrists that fire out globs of really quite strong web, stealing emergency services jobs and making enemies. And nobody finds this in the least bit odd. However, as curious as it may be, you've got to admit that you couldn't ask for a better video game scenario, and so here we are, and here is where it all goes wrong.

Immediately after being given your first mission (I'm Spider-Man – time to deliver some pizzas!) you'll notice that the interface is way too fiddly for you to be able to play the game as smoothly as the levels appear to allow you to. When faced with enemies who

can only be hit from behind, you'll immediately want to jump around, kicking them in the back then moving onto the next one using your web-slinging skills.

Unfortunately you'll instead crouch, crawl around, get hit on the head then finally lurch upwards, missing your enemy in spectacular fashion. The thing is that Spiderman has an annoying habit of wanting to stick to every surface he sees. He loves it. He'll run up to walls and hug them, press his Lycra-clad palm against the brickwork and purr upwards, hand over hand, leaving a sticky trail of slimy white substance behind him, thinking his spider-thoughts. Well, maybe not – but it certainly feels like it.

You feel as if you're playing with a remote control Spider-Man that you haven't quite got the hang of yet. This barrier to immersion,

coupled with the largely linear levels only occasionally broken up by interesting boss fights and more alarmingly, the most hideous, revolting, sickening, 3D FPS sections EVER means that *Spider-Man 2* feels like the sort of iffy licensed game you got on the MegaDrive all those years ago.

There are various bosses to contend with and they're not just from the fabulous film – Rhino and Shocker also turn up. But another glaring oversight is the complete lack of Bruce Campbell. He's in every Sam Raimi related project be it film or game of the film, but he's not in here, damn it!

There are far better scrolling beat-'em-ups out there, so unless you're a serious aficionado of all things wriggly and arachnid, there really is no reason to bother with this.

### CUBE

#### INFO

PUBLISHER: ACTIVISION

DEVELOPER: DIGITAL ECLIPSE

GENRE: PLATFORMER

PLAYERS: 1

#### STATS

■ OLD FASHIONED SCROLLING

■ HORRIBLE 3D SECTIONS

CUBE  
RATING  
6.0



## Silver stakes – sorted



Arrgh! Exploding skeletons! From Hell!



Pray at the altar of the fallen angel.



Aren't goth girls great? So depressed.



# VAN HELSING

**OH DEAR. DESPITE** a promising story and cast, the film *Van Helsing* wasn't very good. Not very good at all. So it comes as no surprise to discover that the GBA game doesn't fare any better. What we have here is a skewed perspective shooter with very little going for it.

The main problem (apart from the scrappy graphics, tedious collecting, button-bashing combat, lumbering speed, jerky animation and greyscale design) is the perspective. Now, for the majority of the time it appears to play in an overhead fashion, which is absolutely fine. But then you'll find out that you can grapple onto the top of posts and archways, and it... just doesn't make sense. Maybe some people can do it just by using the right (maybe left)

side of their brains, but for the majority it will cause a hell of a lot of squinting.

After doing this, you're never sure where you are in relation to anything else. It's confusing and really not worth the bother of trying to figure out. But even if you do, because you know, it's your job and everything, the complete lack of life (and that's not just because you're fighting the undead) in any aspect of the game, the overwhelming dullness of plodding around firing projectiles at identical looking enemies and looking for gems of various colours will eventually cause you to actually feel your soul seeping through your ears in a desperate attempt to escape. And that is not a nice feeling for anybody to have to go through. There is absolutely no point to any of it.



CUBE

INFO

PUBLISHER: VIVENDI

DEVELOPER: SAFFIRE

GENRE: SHOOT-'EM-UP

PLAYERS: 1

RELEASE: OUT NOW

STATS

PASSWORD SAVE

STRANGE PHYSICS

CUBE  
RATING  
3.0



## Green eggs and ham

# HAMTARO: HAM-HAM GAMES



Jumping hamsters – that just too cute.

**WARNING: THOSE WITH** a sore tooth should stay away. Anybody with fillings should just run, because playing this game is like crunching your way through sheets of tin foil and then biting into a power cable. This game is sugary, sugary, sickly sweet stuff. It's pink and frosty, its surface peppered with Haribo dinosaurs and soaked in Coke. Just seeing a very fat hamster shout out 'WOWZA' while dressed as a pirate is enough to get you nursing your jaw. (He's even got little-bitty buttons on his tiny coat!) It really is quite astonishing. Anyway, the game. As you would have guessed, you're once again playing as Hamtaro (but not just him this time) and you've got a total of 17 Olympic

games to play though, all with the aim of winning gold medals. These games range from the expected (hurdles, archery) to the unexpected (bird-back racing), and to add even more excitement to the proceedings, you can also trade cards via a link cable (unfortunately, the fact you can't actually play each other at events is a wasted opportunity) after collecting them – which can only be done after you've played the seven day tournament once. But that doesn't excite us these days; every game has some card-collecting element. No, we like the events. The thing is that these aren't nearly as reliant on button bashing as we'd forgive you to think they are. They're based on rhythm (in the case of the marathon), timing, noticing visual

cues, reactions and skill. Sometimes you'll be pressing buttons when you notice Hamtaro's mouth opening wide in order to throw carrots into and other times you'll need to press the button as a slider reaches the end of a bar, always getting faster and faster. It's awfully good fun, and every event plays in a different way, with only a couple proving to be frustrating. Essentially, *Ham Ham Games* has two levels to it – you can treat it in a *Wario Ware*-esque manner, and enjoy the mini-games, getting high scores and medals, or delve into the adventure mode and scramble around looking for items and cards. Despite knowing that its simplicity will prove to be its undoing over time, we really like this.

### CUBE

#### INFO

PUBLISHER: NINTENDO

DEVELOPER: ALPHADREAM

GENRE: SPORTS

PLAYERS: 1

RELEASE: OUT NOW

#### STATS

■ LOTS OF MINI GAMES

■ ADVENTURE MODE

CUBE  
RATING  
7.0



## Balls to it all, all of it



↓ Father and son always fighting on Sundays.



↑ Now THAT'S a fireball of certain death.



# DRAGON BALL Z: SUPERSONIC WARRIORS

## CUBE

### INFO

PUBLISHER: ATARI  
DEVELOPER: BANPRESTO  
GENRE: BEAT-'EM-UP  
PLAYERS: 1-2  
RELEASE: OUT NOW

### STATS

■ FLY AROUND  
■ SHOOT FIREBALLS

**THERE HAVE ONLY** been a couple of *Dragon Ball* games on the GBA, but the alarmingly low quality of them causes you to feel as if there have in fact been a never-ending supply to grit your teeth through. However, we're pleased to report that this latest effort isn't all that bad. It's not brilliant, but unlike the former games, playing through it doesn't feel as if you're slowly clenching your fist around razor blades. For a start, it has pace. Be it when you're busy rattling through the story in between fights (each character's story weaves into the others, which will please fans of the TV show) or flying through the air in the large arenas with your

arms outstretched, it just doesn't feel sluggish like the other games do. The fighting itself, while still falling victim to the ancient trap of button-bashing, also has some semblance of skill about it. You can perform combos, use your massive powers, and of course, grapple in the air.

In fact, this time around you'll be spending a lot more time fighting in the sky which again makes it feel like an actual *Dragon Ball* game rather than a generic fighter with a popular make-over. It also helps that the camera is very dynamic, zooming in and out of the action on a constant basis, scaling the sprites and performing all manner of Mode 7-style trickery. There's also a multitude of different

game modes to work through, and a link-up option if you feel the AI is getting too predictable. However all these plus points are relative to the older *Dragon Ball* games.

Unfortunately, for the fighting fan, this is still sub-standard compared to other beat-'em-ups available. The mechanics are simple to get a grasp of, but have little depth, meaning that there's no scope for tactics, thus it has no longevity to speak of. However, the comprehensive, yet compactly told story modes, large number of characters and authentic presentation make this is the best *DB* game currently available on the GBA.

CUBE  
RATING  
**6.8**



# DEAR *Animal Crossing* DIARY

**NOW  
COMFORTABLY  
SETTLED BACK  
INTO THE VILLAGE  
OF ALFVILLE,  
MART IS GETTING  
ALL LAWRENCE  
LLEWELYN-BOWEN  
ON YOUR ASS!**

7 AUGUST 2004

Dear Mart,

Happy birthday,  
Mart! You're one  
of my best friends, and  
I put a lot of work into  
finding you a gift, so you'd  
better like it!

From Poncho



7 AUGUST 2004

Hoorah and huzzah – Alfville is a perfect place to live once more. Since we last spoke I've been dividing my time between keeping the place spotless (there's no way those damn weeds are going to get the better of me again... especially if it means staying up all night catching ghosts to sort it out) and continuing to think about remodelling on my house. Thankfully, it was my birthday at the end of last month – I know you forgot, but I won't hold it against you – and I've been given a few ideas from the presents that everyone sent me. Yes, everyone. My real friends. Okay, so maybe the fact that you forgot isn't something I'm willing to forgive so easily after all.

Anyway, some of the things I found in my mailbox that morning really got me thinking about style... even though I'm still somewhat dumbfounded as to how they all managed to fit in there. First off, there was this rather dapper Frog shirt from Cupcake (which suits me down to the ground, even if I do say so myself) and then a whole host of furniture and other accessories from various other villagers. Some of them even looked rather nice once I'd dotted them around the place – that ranch tea table in particular would have been great... if it wasn't for the fact that my upstairs room is already full of ranch furniture. Without anything to truly inspire me though, the whole lot had to go back to Tom Nook at Nookington's department store for a refund – thank goodness everyone was

thoughtful enough to include the receipts, just in case I didn't like it. Having completely cleared out everything (and I do mean everything), all I have are several large sacks full of Bells. Obviously, that's a good thing but then I suspect that most of those will be empty by the time Tom's sold me everything I need. See? I told you he was only in it for the money.

Still looking for some style tips though, I thought there was only one person smooth and suave enough to get the best ideas from – KK Slider, the singing dog. As usual, he was sitting around outside the train station late that evening, so I went over to ask if he had any thoughts on what to do. Unfortunately, all he could do was sing me a rather catchy western tune on his guitar, then suggested I wasn't 'with it' when I pointed out that that wasn't what I asked for. Bah. On the plus side though, the tune was quite toe-tapping... maybe I'll stick it on the old record player when I get home and come up with a whole new design before bed.

12 AUGUST, 2004

Call me a grumpy old man if you like, but I can't for the life of me work out why on earth someone would want to get up at the crack of dawn and stand outside doing exercise. I, by my nature, am a gamer at heart and as such, I reckon I'm allergic to things like sunlight, fresh air and physical activities. Nevertheless, I made the effort this morning to crawl out of bed and join several





# MY FAMILY AND OTHER ANIMALS

21 AUGUST 2004



of the other villagers down by the wishing well for Officer Copper's exercise class – Poncho suggested I should join them, as it would apparently be 'good for me'. I did try to retort with the idea that staying in bed all morning, then watching the UK Food channel on the TV all day would be just as good for me, but then... well, you try talking to a bear with a freak-on for exercise.

Admittedly, heading out at 6am does have its advantages. The early morning dew is still clinging to the trees, the air seems that little bit fresher... oh, and there appears to be an abundance of insects and fish about compared to later in the day. Good thing I brought my bug net and fishing rod with me. So it wasn't long after aerobics that I found myself sitting on the bank of the river, pulling fish out of the water like there was no tomorrow. I'm still somewhat short on my quota as far as having a full complement of fish over at the museum goes, so you can't say I wasn't at least trying to be productive. Really, you can't.

Speaking of the museum though, it turns out that there's going to be a meteor shower tonight – Blathers the owl is usually right about that sort of thing, so it wasn't all that surprising to find many of the villagers gathered around the lake later in the evening to watch the events. Personally, I was somewhat impressed by the affair but it didn't help matters that Stu was panicking about the possibility of his house being crushed by a stray meteor and ruining the moment for everyone. But then, that's Stu – always the loveable moron. Bless.

21 AUGUST 2004

So then – Founder's Day. To me, it makes perfect sense that we, as loyal citizens of Alfvile, should be willing to stand up and celebrate the life of the man (or indeed, animal) who originally founded the village. After all, what would our lives be without it? Empty, that's what. Of course, I was expecting said person to be a character of outstanding achievement, of noble upbringing and of complete respectability, but as it turns out, it's Tortimer. Yes, Tortimer the tortoise mayor of Alfvile, who I'm convinced is not just a sandwich, but an entire food basket short of a picnic. That his thanks to me for visiting the wishing well and hailing his greatness is

the gift of a Weed Model should only serve as final proof that the man/tortoise is indeed as mad as a bag of badgers.

One quick sale later and Tom Nook has taken it off my hands – no doubt I should probably be treasuring such a rarity but to be honest, I've got better things to do with the limited space in my house than waste it exhibiting weeds. That said, the fact that I still haven't managed to come up with a new design for my house has left me at something of an impasse. Bottom line: I need something to sit on. And sleep on. And store stuff in. It's time to make a decision, whether I like it or not.

Upstairs at Nookington's is the furnishings department – a place of wonder if you're a newcomer to town, packed as it is with all manner of bizarre household accessories. Today's selection is no different although to be fair, the emphasis really is on the bizarre. From an office cubbyhole rack to a traffic cone, there's nothing here that I reckon I want. Thankfully, a quick chat with Timmy (or possibly Tommy... I can never tell Tom's nephews apart) allows me to access my catalogue, the list of things that I've already owned in the past. It's pretty stocked, so there's plenty to choose from... and I've plumped for some nice new modern furniture. Black, clean lines – that's the way to go, I think. True, buying the entire set has set me back a lot of Bells (and then there's the delivery to think about too), but it's been worth it. My house is liveable once more, or at least it will be once Pete the pelican postman decides to bring it all over. For now, there's not much to do but sit on the floor surrounded by my own junk and admire my desert wallpaper – it's not going to be up for very much longer.



22 AUGUST, 2004



↑ Eeeew, keep your nasty habits to yourself, young man!



↑ Check it out. I have an acorn. It's pretty big. Almost as big as my eye!



↑ Damn that Cashmere, always by my side and stuff. Mmm, nice jumpers!





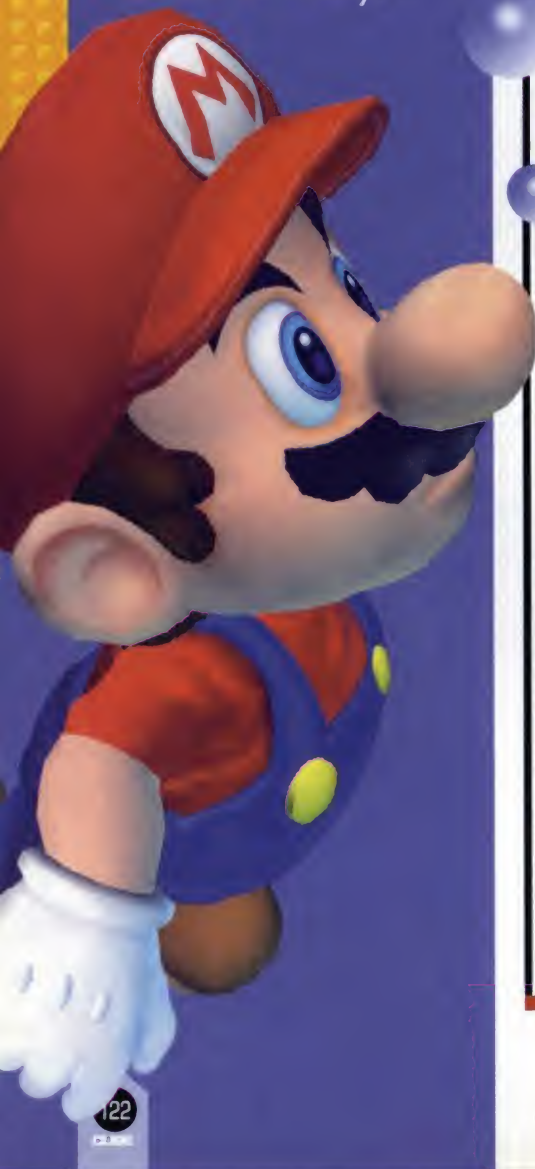
# CUBE



ISSUE THIRTY SIX

## DIRECTORY

Your complete at-a-glance guide to every game **CUBE** has ever reviewed since the dawn of time. Now that's what we call *The Directory*!



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
007 Everything Or Nothing	EA	In-house	1	N	N	29	PAL	8.2
1080° Avalanche	Nintendo	NSTC	1-8	N	N	26	PAL	9.0
18-Wheeler AM-PRO Trucker	Acclaim	In-house	1-2	N	N	8	PAL	4.4
2002 FIFA World Cup	EA	In-house	1-4	N	N	13	PAL	8.2
Ace Golf	Eidos	Telenet Japan	1-4	N	N	12	PAL	8.1
Agent Under Fire	EA	In-house	1-4	N	Issue 9	7	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis	1-4	N	Issue 10	10	PAL	9.1
Animal Crossing	Nintendo	In-house	1-4	Y	N	12	NTSC	8.5
Asterix & Obelix XXL	Atari	In-house	1	N	N	34	PAL	5.1
ATV 2	Acclaim	Climax	1-2	N	N	16	PAL	8.1
Barbarian	Virgin	Saffire	1-4	N	N	11	PAL	4.3
Baten Kaitos	Monolith Software	Namco	1	N	N	28	NTSC	8.6
Batman: Dark Tomorrow	Kemco	Hot Gen	1	N	N	20	PAL	3.9
Batman Vengeance	Ubi Soft	In-house	1	N	N	6	PAL	6.2
Battle Houshin	Koei	In-house	1	Y	N	7	NTSC	7.0
Beach Spikers	SEGA	AM2	1-4	N	N	10	PAL	8.0
Beyond Good & Evil	Ubisoft	In-house	1	N	N	29	PAL	9.4
Billy Hatcher And The Giant Egg	SEGA	Sonic Team	1-4	N	N	26	PAL	7.0
Big Air Freestyle	Ubi Soft	In-house	1-2	N	N	14	PAL	4.2
Big Mutha Truckers	Empire	Eutechnyx	1	N	N	18	PAL	8.3
Bionicle	EA	Argonaut	1	N	N	25	PAL	4.4
Black & Bruised	Vivendi	Digital Fiction	1-2	N	N	20	PAL	6.8
Blood Omen 2	Eidos	Crystal Dynamics	1	N	N	15	PAL	7.7
BloodRayne	Vivendi	Terminal Reality	1	N	N	19	PAL	4.0
Bloody Roar: Primal Fury	Activision	Eighting	1-2	N	N	6	PAL	7.0
BMX XXX	Acclaim	Z-Axis	1-2	N	N	14	PAL	4.5
Bombberman Generation	Majesco	Hudson Soft	1-4	N	N	8	NTSC	8.0
Buffy: Chaos Bleeds	Vivendi	Eurocom	1-2	N	N	25	PAL	7.9
Burnout 2: Point Of Impact	Acclaim	Criterion	1-2	N	N	19	PAL	9.3
Burnout	Acclaim	Criterion	1-2	N	N	6	PAL	8.4
Capcom Vs SNK: EO	Capcom	In-house	1-2	N	Issue 10	9	PAL	8.2
Carmen Sandiego	Acclaim	Bam!	1	N	N	30	PAL	7.0
Catwoman	EA	Argonaut	1	N	N	35	PAL	4.0
Cel Damage	EA	In-house	1-2	N	N	6	PAL	4.3
Conan	TDK	Cauldron	1	N	N	32	PAL	4.2
Conflict: Desert Storm	Sci	Pivotal	1-4	N	N	18	PAL	8.2
Conflict Desert Storm 2	Sci	Pivotal	1-2	N	N	25	PAL	8.5
Crash Bandicoot	Vivendi	Eurocom	1	N	N	13	PAL	5.6
Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	N	N	27	PAL	4.8
Crazy Taxi	Acclaim	In-house	1	N	N	6	PAL	7.3
Cubic Lode Runner	Hudson	In-House	1	N	N	23	NTSC	6.2
Custom Robo Battle Revolution	Nintendo	Noise	1-4	N	N		NTSC	8.5
Dakar 2	Acclaim	In-house	1-2	Y	N	17	PAL	9.0
Dark Summit	THQ	Radical	1-2	N	N	8	PAL	6.2
Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	N	N	6	PAL	7.4
Dead To Rights	EA	Namco	1	N	N	22	PAL	6.8
Defender	Midway	In-house	1-2	N	N	17	PAL	4.0
Def Jam Vendetta	EA	AKI	1-4	N	N	19	PAL	8.9
Die Hard: Vendetta	Vivendi	Bits Studios	1	N	N	13	PAL	8.2
Disney's Extreme Skate Adventure	Activision	Neversoft	1	N	N	24	Pal	7.0
Disney's Magical Mirror	Nintendo	Capcom	1	Y	N	11	PAL	5.9
Disney Sports Skateboarding	Konami	In-house	1	N	N	12	PAL	4.6
Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	N	N	6	PAL	5.0
Donald Duck: Quack Attack	Ubi Soft	In-house	1	N	N	6	PAL	6.2

Adventure/RPG   Puzzle/Party   Fighting   Sports   Racing   Shoot-'em-up   Action



# ➤ EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Donkey Konga	Nintendo	Namco	1-4	N	N	28	NTSC	9.2
Donkey Konga Volume 2: HSP	Nintendo	Namco	1-4	N	N	35	NTSC	9.2
Doshin The Giant	Nintendo	In-house	1	N	N	12	PAL	7.4
Dragon Ball Z: Budokai	Atari	Dimps	1-2	N	N	26	PAL	4.5
Dragon's Lair 3D	THQ	Dragonstone	1	N	N	32	PAL	4.0
Dream Mix TV World Fighters	Hudson	Eighting	1-4	N	N	30	NTSC	3.4
Dr Muto	Midway	In-house	1	N	N	17	PAL	5.0
Driven	Bam!	In-house	1-2	N	N	6	PAL	7.0
Eggo Mania	Kemco	Hot Gen Studios	1-4	N	N	11	PAL	5.2
Enter The Matrix	Infogrames	Shiny	1	N	N	20	PAL	6.8
ESPN INT Winter Sports '02	Konami	In-house	1-2	N	N	6	PAL	6.0
Eternal Darkness	Nintendo	Silicon Knights	1	N	N	12	PAL	9.3
F1 2002	EA	In-house	1-2	N	N	9	PAL	7.6
F1 Career Challenge	EA Sports	In-house	1	N	N	21	PAL	6.4
FIFA 2004	EA	EA Canada	1-4	N	N	26	PAL	8.9
FIFA Football 2003	EA	In-house	1-4	N	N	13	PAL	8.2
Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	Y	N	30	PAL	9.0
Finding Nemo	THQ	Traveller's Tales	1	N	N	24	PAL	6.1
Fireblade	Midway	Avalanche	1	N	N	16	PAL	6.5
Freedom Fighters	EA	IO Interactive	1-4	N	N	24	PAL	8.0
Freekstyle	EA	Hypnos Ent	1-2	N	N	12	PAL	7.4
F-Zero GX	Nintendo	Amusement Vision	1-4	N	N	23	NTSC	9.4
Gauntlet: Dark Legacy	Midway	In-house	1-4	N	N	10	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	N	N	18	PAL	6.5
Giftpia	Nintendo	Skip Ltd.	1	N	N	20	NTSC	7.5
Gladius	Lucasarts	In-house	1	N	N	26	PAL	6.5
Goblin Commander	Jaleco	In-house	1	N	N	30	PAL	6.2
Godzilla: Damm	Infogrames	Pipeworks Studios	1-4	N	N	13	PAL	4.0
GT Cube	MTO	In-House	1	N	N	22	NTSC	4.9
Harry Potter: COS	EA	Eurocom	1	N	N	14	PAL	7.0
Harry Potter And The Prisoner Of Azkaban	EA	EA	1-4	N	Y	34	PAL	6.8
Harry Potter: Quidditch World Cup	EA Games	In-house	1-2	N	N	27	PAL	6.5
Harvest Moon: A Wonderful Life	Ubisoft	Natsume	1	Y	N	31	PAL	9.0
Hitman 2	Eidos	IO Interactive	1	N	Issue 22	21	PAL	7.9
Hulk	Vivendi	Radical	1	N	N	21	PAL	6.4
Ikaruga	Atari	Treasure	1-2	N	N	17	PAL	9.0
I-Ninja	Namco	Argonaut	1	N	N	30	NTSC	7.5
ISS 2	Konami	Major A	1-4	N	N	6	PAL	8.2
ISS 3	Konami	KCEO	1-4	N	N	21	PAL	4.9
Jedi Knight II: Jedi Outcast	Activision	LucasArts	1	N	N	14	PAL	4.7
Jimmy Neutron: Boy Genius	THQ	In-house	1	N	N	18	PAL	4.0
Judge Dredd: D Vs D	Vivendi	Rebellion	1-4	N	N	27	PAL	7.5
Kelly Slater's Pro Surfer	Activision	Treyarch	1-2	N	N	11	PAL	7.6
Kinniku Man 2	Bandai	AKI	1-4	N	N	16	NTSC	8.9
Kirby Air Ride	Nintendo	In-house	1-4	N	N	30	PAL	7.0
Knights Of The Temple	TDK	Star Breeze	1	N	N	31	PAL	5.5
Knockout Kings 2003	EA	In-house	1-2	N	N	14	PAL	7.9
Legend Of Golfer	Nintendo	Seta	1-4	N	N	35	NTSC	7.0
Legend Of Zelda: Four Swords +	Nintendo	In-House	1-4	Y	N	32	NTSC	9.4
Legend Of Zelda: WW (import)	Nintendo	In-house	1	Y	Issue 19	15	NTSC	9.5
Legend Of Zelda: Wind Waker	Nintendo	In-house	1	Y	Issue 19	19	PAL	9.5
Legends Of Wrestling 2	Acclaim	In-house	1-4	N	N	15	PAL	4.0
Legends Of Wrestling	Acclaim	In-house	1-4	N	N	7	PAL	4.6
Looney Tunes Back In Action	EA	Warthog	1	N	N	31	PAL	6.0
Lost Kingdoms	Activision	From Software	1	N	N	8	PAL	7.0
LOTRs: Return Of The King	EA	In-house	1-2	N	N	26	PAL	5.8
LOTR: The Two Towers	EA	In-house	1	N	N	16	PAL	7.7
Luigi's Mansion	Nintendo	In-house	1	N	Issue 1	6	PAL	7.8
Madden 2004	EA Sports	In-house	1-4	N	N	23	PAL	8.8
Mario Golf: Toadstool Tour	Nintendo	Camelot	1-4	N	N	33	PAL	8.0
Mario Kart: Double Dash!	Nintendo	In-house	1-16	N	N	26	PAL	9.4
Mario Party 4	Nintendo	Hudson	1-4	N	N	13	PAL	9.0
Mario Party 5	Nintendo	Hudson	1-4	N	N	27	PAL	7.0
Matt Hoffman's Pro BMX 2	Activision	Rainbow Studios	1-2	N	N	11	PAL	8.2
Medal Of Honor: Frontline	EA	In-house	1-4	N	Issue 15	14	PAL	8.6
Medal Of Honor: Rising Sun	EA	In-house	1-4	N	N	25	PAL	9.0
Mega Man Network Transmission	Capcom	In-House	1	N	N	22	PAL	7.9
Men In Black II: Alien Escape	Infogrames	Melbourne House	1	N	N	16	PAL	4.2
Metal Arms	Vivendi Universal	Swigin' Ape Studios	1-4	No	No	27	PAL	7.9
Metal Gear Solid: The Twin Snakes	Konami	Silicon Knights	1	N	N	30	PAL	8.9
Metroid Prime	Nintendo	Retro Studios	1	Y	Issue 18	17	PAL	9.6
Micro Machines	Infogrames	Sheffield House	1-4	N	N	16	PAL	5.2

Adventure/RPG   Puzzle/Party   Fighting   Sports   Racing   Shoot-'em-up   Action

## WRESTLERS

They're athletes. You know – sportsmen. They take a beating, they bleed and some of them have very nice puppies. Yes that's right... puppies.



During the Eighties this guy WAS wrestling, then he disappeared. Where to nobody really knows (well they do but it's much more mysterious this way). We emailed him though. He never replied.



Essential pub quiz knowledge is the fact that Big Daddy's real name is Shirley Crabtree. Shirley entertained kids in the Eighties on *World Of Sport*, oddly named as it dealt mainly with British wrestling.



Yeah we suppose during the Eighties this guy REALLY WAS wrestling. Hulkamania, patriotism, *Thunder In Paradise* and several albums. Listen to such masterpieces as *Hulkster's In The House!*



Have you seen this month's DVD yet? You should, just to see how angry Big Show got at Chandra's inane questions. Man, he's scary and has head sized hands. "I don't give a crap, I'm a \*\*\*\*ing giant!"



Because she's mental, psycho and very scary indeed. Though that's not to say we couldn't find her nice, caring side. She probably thinks kittens are cute, but still bites their heads off.



## RPGs

Hours and hours of levelling up leads to sallow skin but better mental arithmetic. Keep yourself in doors this summer with one of these. You don't want to be outside – you'll just get hayfever or something.



## SKIES OF ARCADIA LEGENDS

One of the best RPGs on the GameCube is a port from the Dreamcast. Ah well, at least it has the best story and great characters. It's just a toss up between this and *Crystal Chronicles*. Oooh, decisions.



## FINAL FANTASY CC

Possibly the only RPG that you can play with friends in the room. Link up your GBAs and get rid of the Miasma. An adventure that spans virtual years, and you get to spray-paint a Moogles!



## POKÉMON COLOSSEUM

With 51 lovely 3D Pokémon to snag there's a lot of incentive to get this. Better than that you can use all your Pokémon from the GBA *Ruby* and *Sapphire* games. Pickachu never looked so good.



## TALES OF SYMPHONIA

Lovely graphics and a very interesting battle system that lets you 'program' your team mates with lots of different commands. Best of all though, there are no random battles! PAL review very soon.



## PHANTASY STAR ONLINE I &amp; II

Another Dreamcast port and it's okay but not something you want to be proud of. Even your RPGing geek friends will laugh at you for levelling up on this. It really is one to avoid unless you just can't get enough.

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Minority Report	Activision	Treyarch	1-2	N	N	15	PAL	5.0
Mission: Impossible Operation Surma	Atari	Melbourne House	1	N	N	31	PAL	6.7
Mobile Suit Gundam: Pilot's Locus	Bandai	In-house	1	N	N	32	NTSC	5.8
Mortal Kombat: DA	Midway	In-house	1-2	N	N	15	PAL	8.6
Mr Driller Drill Land	Namco	In-house	1-2	Y	N	17	NTSC	8.8
MX Superfly	THQ	Pacific Coast	1-2	N	N	11	PAL	7.1
Naruto 2	Tomy Dream Energy	Eighting	1-4	N	N	31	NTSC	7.0
NBA 2K3	Infogrames	Nintendo	1-4	N	N	8	PAL	6.8
NBA Live 2004	EA	In-house	1-4	N	N	26	PAL	7.3
NBA Street	EA	NFX	1-2	N	N	6	NTSC	8.4
Need For Speed: Hot Pursuit 2	EA	In-house	1-2	N	N	12	PAL	5.3
Need For Speed Underground	EA	Black Box	1-2	N	N	26	PAL	6.5
NFL Quarterback Club 2002	Acclaim	In-house	1-8	N	N	4	PAL	6.1
NFL Street	EA	EA Big	1-2	N	N	29	PAL	8.6
NHL 2004	EA	EA Sports	1-4	N	N	24	PAL	8.5
NHL Hitz 2002	Midway	Blackbox Games	1-4	N	N	6	PAL	8.4
NHL Hitz 2003	Midway	In-house	1-4	N	N	14	PAL	8.4
NHL Hitz 20-03	Midway	Blackbox	1-4	N	N	11	NTSC	8.6
Nightfire	EA	In-house	1-4	N	N	14	PAL	7.9
Nintendo Puzzle Collection	Nintendo	In-house	1-4	Y	N	17	NTSC	7.0
One Piece Treasure Battle	Bandai	In-house	1-4	N	N	15	NTSC	5.8
Outlaw Golf	THQ	Hypnotix	1-2	N	N	19	PAL	7.9
Pac-Man Fever	Namco	In-house	1-4	N	N	12	PAL	5.7
Pac-Man Vs	Namco	In-house	1-4	Y	N	28	NTSC	8.8
Pac-Man World 2	Namco	In-house	1	N	N	16	PAL	4.2
Pac-Man World 2 (import)	Namco	In-house	1	N	N	5	NTSC	6.1
Phantasy Star Online I-II	Infogrames	Sonic Team	1-4	N	N	16	PAL	7.5
Phantasy Star Online III C.A.R.D.	SEGA	In-house	1-2	N	N	33	PAL	6.0
Pikmin	Nintendo	In-house	1	N	Issue 7/8	7	PAL	9.0
Pikmin 2	Nintendo	In-house	1-2	N	N	33	NTSC	9.3
Pitfall: The Lost Exhibition	Edge Of Reality	In-house	1	N	N	30	PAL	7.8
P.N.03	Capcom	In-house	1	N	Issue 23	23	PAL	8.2
Pokémon Box	Nintendo	In-house	1	N	N	21	NTSC	2.9
Pokémon Channel	Nintendo	In-house	1	N	N	30	PAL	8.0
Pokémon Colosseum	Nintendo	Genius Sonority	1-4	Y	N	32	PAL	8.6
Pool Paradise	Ignition Ent.	Awesome Studios	2	N	N	31	PAL	8.0
Prince Of Persia: The Sands Of Time	Ubisoft	Ubisoft Montreal	1	N	N	29	PAL	9.3
Product No 03	Capcom	In-house	1	N	N	19	NTSC	8.3
Pro Rally	Ubi Soft	In-house	1-2	N	N	13	PAL	5.9
Puyo Pop Fever	SEGA	Sonic Team	1-4	N	N	30	PAL	7.8
Rainbow Six 3	Ubisoft	In-house	1-2	N	N	34	PAL	8.2
Rally Championship	SCI	Warhog	1-4	N	N	17	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-house	1	N	N	16	PAL	8.1
Red Faction II	THQ	Cranky Pants Games	1-4	N	N	20	PAL	7.8
Redcard	Midway	Point Of View	1-2	N	N	9	PAL	7.2
Reign Of Fire	Bam!	In-house	1-2	N	N	13	PAL	8.0
Resident Evil 2	Capcom	In-house	1	N	N	9	PAL	6.0
Resident Evil	Capcom	In-house	1	N	Iss.11	10	PAL	9.0
Resident Evil Code: Veronica X	Capcom	In-house	1	N	N	30	PAL	7.1
Resident Evil: Nemesis	Capcom	In-house	1	N	N	19	PAL	7.0
Resident Evil Zero	Capcom	In-house	1	N	N	16	PAL	9.0
Robocop	Avalon	Avalon	1-2	No	No	34	PAL	5.4
Robotech: Battlecry	TDK	Mediactive	1-2	N	N	13	NTSC	8.0
Rockman EXE Transmission	Capcom	Akira	1	N	N	18	PAL	8.0
Rocky	Rage	Steel Monkeys	1-2	N	N	1	PAL	8.3
Rogue Ops	Kemco	Bits Studio	1	N	N	28	PAL	8.1
Rogue Squadron III: Rebel Strike	Activision	Factor 5	1-2	N	Y	26	PAL	9.0
R: Racing Evolution	EA	Namco	1-2	N	N	29	Pal	8.4
Samurai Jack: The Shadow Of Aku	SEGA	Adrenium Games	1	N	N	33	PAL	6.1
Scooby Doo!	THQ	Heavy Iron Studios	1-2	N	N	13	PAL	5.2
Scooby Doo Mystery Mayhem	THQ	Art. Mind & Move	1	N	N	31	PAL	6.6
SEGA Soccer Slam	SEGA	Blackbox Games	1-4	N	N	11	PAL	9.0
Serious Sam: Second Encounter	Take 2	Climax	1-4	N	N	32	PAL	8.0
Shikigami No Shiro II	KSG	Alfa System	1-2	N	N	27	NTSC	7.2
Shrek 2	Activision	Luxoflux	1-4	No	No	34	PAL	7.8
Simpsons Road Rage	EA	Radical Ent	1-2	N	N	6	PAL	7.5
Smashing Drive	Namco	Point Of View	1-2	N	N	5	PAL	3.8
Skies Of Arcadia Legends (import)	SEGA	Overworks	1	N	Issue 20	16	PAL	9.0
Skies Of Arcadia Legends	SEGA	Overworks	1	N	Issue 20	20	PAL	9.0
Summoner: A Goddess Reborn	THQ	Volition	1	N	N	17	PAL	6.0
Smuggler's Run: Warzones	Take Two	Rockstar	1-4	N	N	1	PAL	7.1
Sonic Adventure 2: Battle	SEGA	Sonic Team	1-2	Y	N	6	PAL	7.6
Sonic Adventure DX	SEGA	Sonic Team	1	Y	N	20	PAL	6.1

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

Action



# ⊕ EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Sonic Mega Collection	SEGA	In-house	1-2	N	N	15	PAL	8.0
Sonic Heroes	SEGA	Sonic Team	1-4	N	N	29	PAL	7.0
Soul Calibur 2	Nintendo	Namco	1-2	N	Y	24	NTSC	9.2
Spawn: Armageddon	EA/Namco	Point Of View	1	N	N	30	PAL	5.3
Speed Kings	Acclaim	Climax	1-2	N	N	21	PAL	6.7
Sphinx And The Cursed Mummy	THQ	Eurocom	1	N	N	29	Pal	8.7
Spider-Man 2	Activision	Treyarch	1	N	N	35	Pal	8.8
Spider-Man: The Movie	Activision	Treyarch	1	N	N	7	PAL	6.0
Splinter Cell	Ubi Soft	In-house	1	Y	N	19	PAL	8.8
Splinter Cell: Pandora Tomorrow	Ubisoft	In-House	1	Y	Y	35	PAL	8.5
SpongeBob SquarePants: BFBB	THQ	Heavy Iron	1	N	N	29	PAL	6.8
Spyhunter	Midway	Point Of View	1-2	N	N	7	PAL	5.9
SSX3	EA	EA Big	1-2	N	N	25	PAL	9.3
SSX Tricky	EA	EA Big	1-2	N	N	7	PAL	8.0
Starfox Adventures	Nintendo	Rare	1	N	Issue 12	12	NTSC	9.4
Star Soldier	Hudson	In-House	1	N	N	23	NTSC	7.1
Star Wars: Bounty Hunter	Activision	LucasArts	1	N	N	15	PAL	6.9
Star Wars: Rogue Leader	Activision	Factor 5	1	N	Issue 2/3	6	PAL	9.1
Star Wars: The Clone Wars	Activision	LucasArts	1-4	N	N	13	PAL	6.7
Super Bubble Pop	Jaleco	Runecraft	1-2	N	N	18	PAL	5.5
Supercross World	Acclaim	In-house	1-4	N	N	9	PAL	4.6
Superman: Shadow Of Apokolips	Atari	Sheffield House	1	N	N	21	PAL	6.5
Super Mario Sunshine	Nintendo	In-house	1	N	Issue 11	10	NTSC	9.4
Super Monkey Ball	SEGA	Amusement Vision	1-4	N	N	6	PAL	9.0
Super Monkey Ball 2	SEGA	Amusement Vision	1-4	N	N	16	PAL	9.1
Super Smash Bros. Melee	Nintendo	In-house	1-4	N	Issue 6	11	PAL	8.3
SX Superstar	Acclaim	Climax	1-2	N	N	21	PAL	4.8
Tak And The Power Of Juju	THQ	Avalanche	1	N	N	30	PAL	8.6
Tales Of Symphonia	Namco	In-house	1-4	N	N	25	NTSC	7.8
Taz Wanted	Infogrames	Blitz Games	1-2	N	N	11	PAL	5.6
Teenage Mutant Ninja Turtles	Konami	Konami	1-2	N	N	31	PAL	6.0
Tetris Worlds	THQ	Radical	1-4	N	N	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	N	N	26	PAL	7.1
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	N	N	23	PAL	8.0
The Simpsons: Hit & Run	Vivendi	Radical	1	N	N	26	PAL	7.4
The Sims	EA	Maxis	1-2	N	N	18	NTSC	8.6
The Sims: Bustin' Out	Electronic Arts	Maxis	1-2	Y	N	27	PAL	8.2
The Tasmanian Tiger	EA	Krome Studios	1	N	N	13	PAL	4.8
Tiger Woods 2004	EA	In-house	1-4	Y	N	24	PAL	8.8
Tiger Woods PGA Tour 2003	EA	In-house	1-2	N	N	14	PAL	9.0
TimeSplitters 2	Eidos	Free Radical	1-4	N	Issue 1	11	PAL	9.5
Tony Hawk's Pro Skater 3	Activision	Neversoft	1-2	N	Issue 4	6	PAL	8.6
Tony Hawk's Pro Skater 4	Activision	Neversoft	1-2	N	N	3	PAL	9.2
Tony Hawk's Underground	Activision	Neversoft	1-2	N	N	26	PAL	9.0
Top Angler	Xicat	Sims Co	1	N	N	21	PAL	4.9
Top Gun: Combat Zones	Virgin	Digital Integration	1	N	N	10	PAL	6.9
True Crime Streets Of LA	Activision	Luxoflux	1	N	N	26	PAL	6.9
Turok Evolution	Acclaim	In-house	1-4	N	N	11	PAL	6.1
UFC Throwdown	Ubi Soft	Crave	1-4	N	N	11	PAL	6.4
Universal Studios	Kemco	In-house	1	N	N	6	PAL	3.0
Urban Freestyle Soccer	Acclaim	Silicon Dreams	1-4	N	N	30	PAL	3.6
Vexx	Acclaim	In-house	1	N	N	18	PAL	7.0
Viewtiful Joe	Capcom	In-house	1	N	25	25	PAL	8.6
Virtua Striker 3 Version 2002	SEGA	Amusement Vision	1-2	N	Issue 10	8	PAL	8.4
V-Rally 3	Atari	Eden	1-4	N	N	21	PAL	7.8
Wario Ware	Nintendo	In-house	1-4	Y	N	27	NTSC	8.2
Wario World	Nintendo	Treasure	1	N	N	22	PAL	6.2
Waverace: Blue Storm	Nintendo	NSTC	1-4	N	Issue 5	6	PAL	8.9
Winning Eleven 6	Konami	In-house	1-4	N	N	17	NTSC	9.2
World Racing	TDK	Synetic	1-4	N	N	33	PAL	5.0
Worms 3D	DEGA	Team 17	1-4	N	N	25	PAL	8.3
Worms Blast	Ubi Soft	Team 17	1-2	N	N	7	PAL	7.8
Wreckless: Yakuza Missions	Activision	Broadsword	1-2	N	N	15	PAL	2.5
Wrestlemania WWE X8	THQ	Yukes	1-4	N	N	12	PAL	6.7
WTA Pro Tennis Tour	Konami	In-house	1-4	N	N	12	PAL	4.5
WWE: Crush Hour	THQ	Jakks Pacific	1	N	N	21	PAL	6.8
WWE: Wrestlemania XIX	THQ	Yukes	1-4	N	N	25	PAL	6.9
XG3: Extreme G Racing	Acclaim	In-house	1-4	N	N	6	PAL	8.2
XGRA	Acclaim	ACC Entertainment	1-2	N	N	23	PAL	9.0
XIII	Ubi Soft	In-house	1	N	N	26	PAL	8.2
X-Men 2: Wolverine's Revenge	Activision	Genepool	1	N	N		PAL	7.0
X-Men: Next Dimension	Activision	Exact Ent	1	N	N	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	N	N	9	PAL	7.0

Adventure/RPG   Puzzle/Party   Fighting   Sports   Racing   Shoot-em-up   Action

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- 

**ZELDA: FOUR SWORDS +**  
2004/NINTENDO
- 

**F-ZERO GX**  
2002/NINTENDO
- 

**MARIO KART: DOUBLE DASH!!**  
2003/NINTENDO
- 

**SUPER MARIO SUNSHINE**  
2002/NINTENDO
- 

**BURNOUT 2**  
2003/ACCLAIM
- 

**SSX3**  
2003/ELECTRONIC ARTS
- 

**PIKMIN 2**  
2004/NINTENDO



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# HORIZON

EXCLUSIVE  
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PAL  
REVIEW



## DONKEY KONG SPECIAL

➔ WE GO MONKEY MAD, AND NOT FOR THE FIRST TIME

It's all a bit special next month. We'll be celebrating all things Donkey Kong with a massive Donkey Kong feature, an exclusive look at the up-coming *DK Jungle Beat* and *DK King Of Swing*, and the exclusive PAL review of bongo-fest *Donkey Konga*!

## ANIMAL CROSSING

➔ A TALE THAT WE MIGHT JUST UNDERSTAND...

We reviewed the Japanese version back in Issue 4 (yup, it really has been out for that long), and 33 issues later it finally arrives in the UK. We could moan but we won't because it's as addictive as it always was.



## FEATURE

➔ NINTENDO ROCKS!

## GAMING ON THE MOVE

Nintendo has taken to attending all the major music festivals this year, so naturally we're going too. This week we'll mostly be watching some bands... erm, covering the Nintendo stand and doing vox pops.

## FORESIGHT

➔ RETRIEVE VATTIC'S MEMORY WITH OUR GUIDE

## SECOND SIGHT

Free Rad's psi adventure impressed us this month, but it's one of those games that you're bound to get stuck on, so how would you like a full guide to ease your pain? It's like we read your minds...

**PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!**

Definitive reviews of **ALL** the latest GameCube titles, including:

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### MADDEN 2005

We hate to say it, but this looks fabulous as always.



### NHL 2005

What can we say... it's ice hockey. Erm... yup, that's it.



### TALES OF SYMPHONIA

Damn it for slipping again, but it really is here now...

PLUS



- Resident Evil 4 ↗
- Killer 7 ↗
- MegaMan X ↗
- Command Mission ↗
- The Urbz ↗
- Baten Kaitos (US) ↗
- Fire Emblem ↗
- Street Racing Syndicate ↗
- Animal Crossing ↗
- Nintendo DS ↗
- Tiger Woods 2005 ↗
- Star Fox ↗



**NEXT  
ISSUE**

**ISSUE 37 ON SALE 23 SEPTEMBER 2004**

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Oh, if you've got any games in particular that you need cheats for, just email us and you never know – it may just happen.

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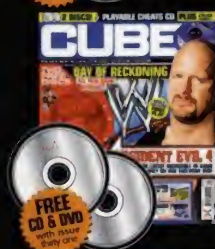
## MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

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### ISSUE THIRTY

FF: CC, MGS: TTS, REC: VX, P: TLE, DMTVWF – acronyms they may be but they're just some of the games in this issue's swollen reviews section. There's also *Zelda*, *Killer 7* and *Pandora Tomorrow* previews. Love it.



### ISSUE THIRTY ONE

We get all sweaty over *WWE Day of Reckoning* and mess about with the Jap 4 Swords. Elsewhere there's farming action with *Harvest Moon* and we get blisters from *Naruto 2*. Plus the winningest back page ever... so far.



### ISSUE THIRTY TWO

Get the first look at a paper-thin Mario, get to first base with *Second Sight*, get caught up in *Pokémon* snagging and get somewhat peeved at *Conan*. Look, just get it, it's brilliant. We know because we wrote it.



### ISSUE THIRTY THREE

The biggest *Resi 4* exclusive you'll see (until our next one). The complete low down on E3 and the DS, and a review of the Jap *Pikmin 2*! And, um, a review of *World Racing*. *Mario Golf* on the Video Disc and *Harvest Moon* cheats.



### ISSUE THIRTY FOUR

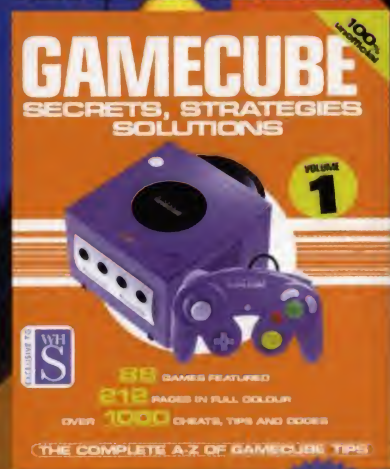
We completely blow out *Metroid Prime 2: Echoes* and the new *Legend of Zelda* plus a DVD packed with goodness straight from E3. You want the best coverage of the biggest games show on Earth? You got it!



### ISSUE THIRTY FIVE

Things get scaley in Middle Earth with *LOTR The Third Age*. Then everything turns furry for *Star Fox*. Reviews of *Spider-Man 2* and *Splinter Cell: Pandora Tomorrow*. We also had to review *Catwoman* which was a shame.

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A large, stylized illustration of Donkey Kong, a brown gorilla with a yellow face and a wide, toothy grin. He is wearing a red collar and is shown from the chest up, with his right hand resting on the top of a wooden barrel. The barrel is brown with silver metal bands. The background is a tropical beach scene with a large green palm tree on the left, a blue sky with white clouds, and a sandy beach with some rocks in the distance. The text "GET DOWN WITH YOUR BAD MONKEY SELF ON 23 SEPT" is written in a bold, black, sans-serif font on the left side of the image.

**GET DOWN  
WITH YOUR  
BAD MONKEY  
SELF ON 23 SEPT**

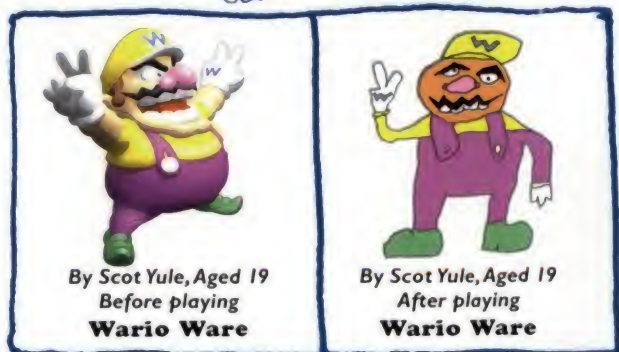




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Grand Theft Auto 2  
In Cold Blood  
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MediEvil 2  
Metal Gear Solid  
Monkey Hero  
Mortal Kombat: Spec. Forces  
Resident Evil  
Resident Evil 2  
Sheep, Dog & Wolf  
Silent Hill  
Spyro 3: Year of the Dragon  
Star Wars: Phantom Menace  
TOCA World Touring Cars  
Tomb Raider  
Tomb Raider 3  
Tomb Raider 4: Last Revel.  
Tomb Raider 5: Chronicles  
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WWE Smackdown  
WWE War Zone  
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Brute Force  
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Championship Manager '02  
Conflict: Desert Storm 2  
Dark Alliance, Baldur's G. 2  
Dark Alliance, Baldur's Gate  
Dead Man's Hand  
Dead to Rights  
Daus Ex: Invisible War  
**DRIV3R**  
Euro 2004  
Extreme Destruction  
Fire Blade  
**Full Spectrum Warrior**  
Galleon  
Grand Theft Auto: Vice City  
Halo  
Hilman 2: Silent Assassin  
Hilman 3: Contracts  
Invisible War, Daus Ex  
Judge Dredd: Dredd vs Death  
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LMA Manager 2004  
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Manhunt  
Marvel vs Capcom 2  
Morrowind  
Mortal Kombat: Deadly All.  
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Need for Speed Undergrnd  
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Return to Castle Wolfenstein  
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Secret W. Over Normandy  
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**Spider-Man: The Movie 2**  
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Splitter Cell 2: Pandora T.  
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Suffering  
Tenchu: Ret. from Darkness  
Terminator 3: R. of Machines  
The Great Escape  
The Sims  
The Sims: Bustin Out  
The Suffering  
Thief: Deadly Shadows  
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Time Splitters 2  
TOCA Race Driver 2  
Top Spin  
True Crime: Streets of LA  
Van Helsing  
World Champ. Snooker '03  
Plus Many More...

## PS2

Angel of Darkness  
Backyard Wrestling 2  
Baldur's Gate: D. Alliance 2  
Broken Sword 3: S. Dragon  
Buffy 2: Chaos Bleeds  
Catwoman  
Champions of Norrath  
Clock Tower 3  
Conflict: Desert Storm 2  
Crash B'oot: W. of Cortex  
Dragon Ball Z: Budokai 2  
**DRIV3R**  
Enter the Matrix  
FIFA 2004  
Final Fantasy X  
Final Fantasy X-2  
Formula 1 2004  
Getaway  
Ghost Hunter  
Ghost Master  
Gran Turismo 3  
Grand Theft Auto 3  
**Grand Theft Auto: V. City**  
Harry Potter: P. of Azkaban  
Haven: Call of the King  
Hilman 3: Contracts  
Indiana Jones: Emp.'s Tomb  
Jak 3  
Karaoke Stage  
LMA Manager 2004  
Lord of the Rings: R. of King  
Mafia  
Manhunt  
Max Payne 2  
Medal of Honor: R. Sun  
Metal Gear Solid 2  
Mortal Kombat: Deception  
Need for Speed Undergrnd  
Onimusha 3: Demon Siege  
Prince of Persia: S. of Time  
Pro Evolution Soccer 3  
Project Zero  
Ratchet and Clank 3  
Red Dead Revolver  
Res. Evil: Code Veronica X  
Return to Castle Wolfenstein  
Rocky Legends  
R-Type Final  
Scooby Doo: Night of 100 F.  
Showdown: L. of Wrestling  
Silent Hill 2  
Silent Hill 3  
**Silent Hill 4: The Room**  
Sims: Bustin' Out  
Sonic Heroes  
Sphinx & Cursed Mummy  
Spider-Man: The Movie  
**Spider-Man: The Movie 2**  
Splitter Cell 2: Pandora T.  
Star Wars: Battlefront  
Star Wars: Jedi Knight 2  
Syphon Filter: Omega St.  
The Getaway  
The Sims  
The Sims: Bustin Out  
The Suffering  
Tiger Woods Golf 2004  
Tomb Raider: Angel of Dark.  
Tony Hawk's Pro Skater 4  
Tony Hawk's Underground  
Top Gun: Combat Zones  
Total Club Manager 2004  
Transformers  
True Crime: Streets of LA  
Wild Arms 3  
Wolfenstein, Return to Castle  
WWE Smackdown 15: HCTP  
X-Files: Resist or Serve  
Yu-Gi-Oh! Duelists of Roses  
Plus Many More...

## GAME CUBE

**A = 01**  
A Goddess Reborn  
A Wonderful Life  
Ace Golf  
Agent Under Fire  
Aggressive Inline  
American Pro Trucker  
Animal Crossing  
Aquaman: Battle for Atlantis  
ATV Quad Racing 2  
Avalanche - 1080  
**B = 02**  
Back in Action  
Back to Baghdad  
Bad Boys 2  
Baldur's Gate: Dark Alliance  
Barbarian  
Batman: Dark Tomorrow  
Batman: Rise of Sin Tzu  
Battle for Atlantis  
Battle Houshin  
Battle, Sonic Adventure 2  
Battlety, Robotech  
Beach Bandits Rocket Power  
Beach Spikers  
Beyblade  
Beyond Good and Evil  
Big Air Freestyle  
Big Mutha Truckers  
Billy Hatcher and Giant Egg  
Bionicle  
Black and Bruised  
Blood Omen 2  
BloodRayne  
Blux Storm, Wave Race  
Blux XXX  
Bomberman Generation  
Bond 007: Agent Under Fire  
Bond 007: E. or Nothing  
Bond 007: Nightfire  
Bounty Hunter, Star Wars  
Budokai - Dragon Ball Z  
Buffy 2: Chaos Bleeds  
Burnout  
Burnout 2 Point of Impact  
Burnout 3  
Bust a Move 2  
Bustin' Out, The Sims  
**C = 03**  
Call of Duty: Finest Hour  
Capcom vs. SNK: EO  
Casper: Spirit Dimensions  
Catwoman  
Cal Damage  
Celebrity Deathmatch  
Chamber of Secrets  
Chaos Bleeds  
Clone Wars, Star Wars  
Code Veronica X  
Combat Zones, Top Gun  
Conflict: Desert Storm  
Conflict: Desert Storm 2  
Crash B'oot: W. of Cortex  
Crash Nitro Kart  
Crash Hour, WWE  
Crystal Chronicles  
**D = 04**  
Dakar 2  
Dark Alliance, Baldur's Gate  
Dark Legacy  
Dark Tomorrow, Batman  
Darkened Skye  
Dave Mirra Freestyle BMX 2  
Dead to Rights  
Deadly Alliance  
Def Jam Fight  
Defender  
Desert Storm  
Desert Storm 2  
Destroy All Monsters  
Die Hard: Vendetta  
**E = 05**  
Ego Mania  
Eighteen Wheeler  
End Game  
Enter the Dragonfly  
Enter the Matrix  
ESPN Int. Winter Sports '02  
Eternal Darkness  
Euro 2004  
Everything or Nothing: 007  
Evolution Skateboarding  
Evolution, Tarok  
Extra Large, Shrek  
**F = 06**  
F1 2002  
Fantasy Star Online 1 & 2  
Fellowship of the Ring  
FIFA 2002  
FIFA 2003  
FIFA 2004  
FIFA World Cup 2002  
Fighting Live  
Final Fantasy C. Chronicles  
Finding Nemo  
Fire Blade  
Freaky Flyers  
Freedom Fighters  
Freestyle  
F-Zero GX  
**G = 07**  
Ghost Recon  
Godzilla: Destroy all Monst.  
Gotcha Force  
Grand Heat, Burnout  
Reign of Fire  
Harry Potter: Chamber of S.  
Harry Potter: P. of Azkaban  
Harry Potter: Philosophers S.  
Harvest Moon 2: Word. Life  
Haunted Mansion  
Hilman 2: Silent Assassin  
Hilman 3  
Hulk  
Hunter: The Reckoning  
**I = 09**  
Ikara  
Inter. Superstar Soccer 2  
Italian Job: L.A. Heist  
**J = 10**  
James Bond 007: Nightfire  
James Bond: Agent Under F.  
James Bond: E. or Nothing  
Jedi Knight 2: Jedi Outcast  
**K = 11**  
Kelly Slater's Pro Surfer  
Kirby's Air Ride  
**L = 12**  
Leg. of Kain: Blood Omen 2  
Leg. of Zelda: Master Quest  
Leg. of Zelda: Ocarina of T.  
Leg. of Zelda: Wind Waker  
Leg. of Zelda: Majora's Mask  
Lode Runner  
Looney Tunes: Back in Action  
Lord of the Rings: F. of King  
Lord of the Rings: R. of King  
Lord of the Rings: T. Towers  
Lost Kingdoms  
Lost Kingdoms II: Rune  
Luigi's Mansion  
**M = 13**  
Magical Mirror  
Majora's Mask  
Mario Golf: Toadstool Tour  
**Mario Kart: Double Dash**  
Mario Party 4  
Mario Party 5  
Mario Sunshine  
Mat Hoffman's Pro BMX 2  
Matrix, Enter the  
Medal of Honor Frontline  
Medal of Honor: R. Sun  
Mega Man Network Tran.  
Metal Arms: Glitch in System  
Metal Gear Solid: T. Snakes  
Metal Prime  
Minority Report  
Mission Impossible: O-Suma  
Mortal Kombat: Deadly All.  
**N = 14**  
NBA Street Volume 2  
Need for Speed Undergrnd  
NFL Street  
Nightfire  
**O = 15**  
Ocarina of Time: Zelda  
OO7: Everything or Nothing  
Outlaw Golf  
**P = 16**  
PN 03  
Phantasy Star Online  
Pikmin  
Pitfall Harry  
Pokemon Channel  
**Pokemon Colosseum**  
Pool Paradise  
Primal Fury, Bloody Roar  
Prince of Persia: S. of Time  
Prisoner of Azkaban  
**R = 18**  
Rainbow Six 3  
Rayman 3  
Rebel Strike, R. Squadron 3  
Reign of Fire  
**Res. Evil Code Veronica X**  
Resident Evil  
Resident Evil 3: Nemesis  
**Resident Evil Zero**  
Rise of the Akkadian  
Rising Sun, Medal of Honor  
Rocky  
Rogue Leader  
**S = 19**  
Samurai Jack: Shad. of Aku  
Scooby Doo: Night of 100 F.  
Scorpion King  
Scream Arena, Monsters Inc  
Shrek 2  
Shrek: Extra Large  
Silent Assassin, Hilman 2  
**Simpsons: Hit & Run**  
Simpsons: Road Rage  
Sims  
Sims: Bustin' Out  
Skies of Arcadia Legends  
Sonic Adventure 2 Battle  
Sonic Adventure DX  
Sonic Heroes  
Sonic Mega Collection  
Soul Calibur 2  
Speed Kings  
Sphinx & Cursed Mummy  
Spider-Man: The Movie  
**Spider-Man: The Movie 2**  
Splitter Cell  
Spy Hunter  
Spyro: Enter the Dragonfly  
SSX 3  
Star Wars: Bounty Hunter  
Star Wars: Clone Wars  
**T = 20**  
Star Wars: Jedi Knight 2  
**Star Wars: Rebel Strike**  
Starfox Adventures  
Streets of L.A.: True Crime  
Super Mario Sunshine  
Super Monkey Ball  
**Super Smash Bros Melee**  
**T = 20**  
Tak and the Power of Juju  
Teenage Mut. Ninja Turtles  
The Fellowship of the Ring  
The Haunted Mansion  
The Hobbit  
The Italian Job: L.A. Heist  
The L. of Zelda: Majora's M.  
The L. of Zelda: Master Quest  
The L. of Zelda: WindWaker  
The Matrix  
The Reckoning, Hunter  
The Return of the King  
The Scorpion King  
The Simpsons: Hit & Run  
The Sims  
The Sims: Bustin Out  
The Twin Snakes  
The Two Towers  
Theme Park Adventure  
Thirteen  
Throwdown, UFC  
Tiger Woods Golf 2003  
Tiger Woods Golf 2004  
Time Splitters 2  
Toadstool Tour  
Tom Clancy's Rainbow Six 3  
Tom Clancy's Splinter Cell  
Tom Clancy's Pro Skater 3  
Tony Hawk's Pro Skater 4  
Tony Hawk's Underground  
Top Gun: Combat Zones  
True Crime: Streets of LA  
Turak, Evolution  
Ty the Tasmanian Tiger  
**U = 21**  
Underground, Tony Hawk's  
**V = 22**  
Vexx  
Viewtiful Joe  
Virtua Striker 3: v2002  
V-Rally 3  
**W = 23**  
Wario World  
Whirl Tour  
Wind Waker  
Wolverine's Revenge  
Worms 3D  
Wreckless: Yakuza Mission  
WWE Crush Hour  
WWE Wrestlemania X8  
WWE Wrestlemania XIX  
**X = 24**  
XIII (Thirteen)  
X-Men 2: Wolverine's Rev.  
X-Men: Next Dimension  
**Z = 26**  
Zapper  
Zelda: Majora's Mask  
Zelda: Master Quest  
Zelda: Ocarina of Time  
Zelda: The Wind Waker  
Zoocube  
Fox McCloud  
StarFox A.  
Freeride, Tarzan  
**0-9 = 27**  
007 Agent Under Fire  
007 Ev'ing or Nothing  
007 Nightfire  
1080 Avalanche  
18 Wheeler  
Plus Many More...

## GAMEBOY ADVANCE

A Link to the Past  
Baldur's Gate: Dark Alliance  
Breath of Fire  
Crash Bandicoot Fusion  
Dragonball Z: L. of Goku 2  
Golden Sun  
Golden Sun 2  
Harry Potter: P. of Azkaban  
Harvest Moon: Fof M. Town  
Leg. of Zelda: Link to Past  
Mega Man Battle Network 3  
Pokemon Blue  
Pokemon Gold  
Pokemon Red  
**Pokemon Ruby**  
**Pokemon Sapphire**  
Pokemon Silver  
Ruby Pokemon  
Sapphire Pokemon  
Sims: Bustin' Out  
Sonic Advance 3  
Spider-Man: The Movie 2  
Tony Hawk's Pro Skater 2  
Tony Hawk's Underground  
V-Rally 3  
WWE Road to Wrmmania X8  
Yu-Gi-Oh! Dug Dice Mons.  
Yu-Gi-Oh! Sacred Cards  
Yu-Gi-Oh! World C. Tour '04  
Yu-Gi-Oh! World Wide Ed.  
Yu-Gi-Oh! R. of Destruction  
Zelda: A Link to the Past  
Zoids Saga 2  
Plus Many More...



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